THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 7

MAY 96

SEGA No.1 for SATURN

£2.75

SONIC TEAM

Nights

SEGA UNVEIL THEIR MARIO 64 ATTACK PLAN!

YOU CANNOT AFFORD TO MISS THIS AMAZING GAME!!!

SEGA SATURN WORLD EXCLUSIVE!



VIRTUA FIGHTER 3

The lowdown on Model 3!

EURO '96

It's the only football game you'll ever need!

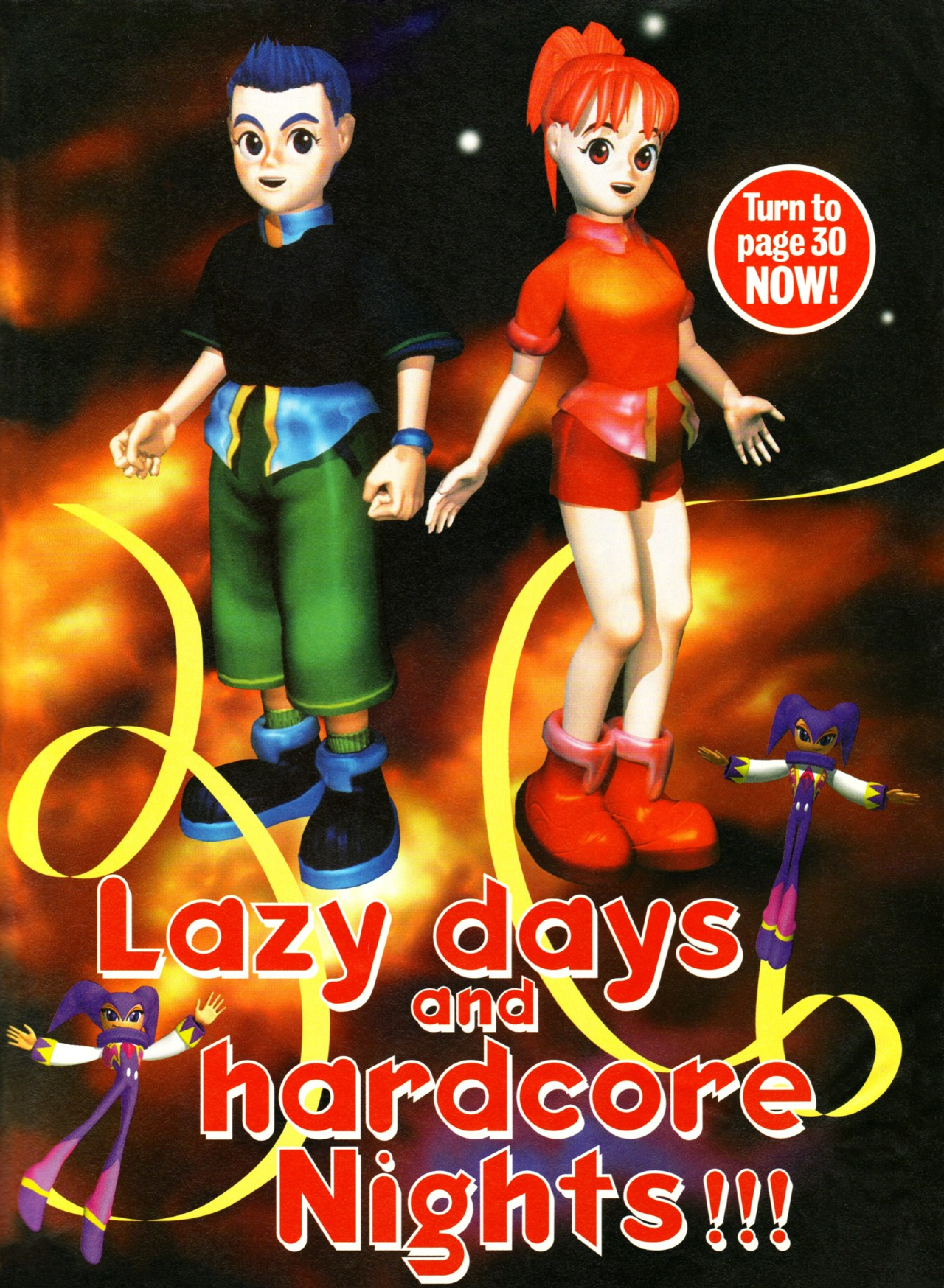
LOADED

Gremlin's premiere blaster comes to Saturn!

NO FREE TIPS BOOK? SEE YOUR NEWSAGENT!

PLUS! DIE HARD TRILOGY PANZER DRAGOON 2 SEGA WORLD 3D LEMMINGS DISCWORLD X-MEN GUIDE WIPEOUT DEFCON 5 AND MUCH, MUCH MORE...


THE BLACKHEADS
OUT NOW ON TAPE.
IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OUT BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!
REMOVES BLACKHEADS QUICKLY AND GENTLY
UNBLOCKS PORES
OXY
BLACKOUT
OXY AND OXYCUTE 'EM! ARE TRADE MARKS.


Turn to page 30 NOW!
Lazy days and hardcore Nights!!!

SEGA SATURN MAGAZINE

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PLUS!

X-MEN GUIDE 82
All the moves plus access to secret characters!

WIPEOUT GUIDE PART 2
How to conquer those tricky later tracks!

VIRTUA FIGHTER 2 MASTERCLASS 88
The final installment!

TIME ATTACK 74
Are YOU in this month's top ten?



COVER STORY:

NIGHTS 30

This month, the original Sonic team unveiled details of their first Saturn release and their greatest game to date! Naturally, SEGA SATURN MAGAZINE was there to scoop the WORLD EXCLUSIVE! Turn to page 30 NOW for the lowdown on what will undoubtedly be the biggest and best game of the year!





SHOWCASES

EURO '96 36

Finished just in time to coincide with the *real* European championships, this features all the teams, all the draws and may even hold predictions for the overall winner – it's that good! We reveal the final improvements added to the title and bring you the exclusive review too!

SEGA WORLD 40

Sure, you've all heard of Sega World. But this is no ordinary arcade, buddy. This is the future, where all the rides are carried out in cyberspace and everyone has to wear a funny space helmet thing. And no, this isn't just wishful thinking, it's true, and it's taking over the Trocadero centre in London in just a few months! We have ALL the details!

LOADED 44

Converted from the top Playstation hit, Loaded is a Gauntlet for the graphic-fickle nineties shoot 'em up fan. It has music from Pop Will Eat Itself, graphics from a 2000AD artist and more blood than an average cattle farmer's abbatoir. Six pages of death, blood and psychopaths!

DIE-HARD TRILOGY 50

If you think that a game-to-movie conversion is just a plain waste of time, then this could be just the title to change your mind! Spanning the entire die-hard series, this packs in explosions galore, high-speed car chases, and plenty of gun-toting madness, across three completely separate games. Oh and there's Bruce Willis as well, of course.

OCEAN FEATURE 56

Yet to release anything really meaty on the Saturn, Ocean have a whole bag of games on the way – among them a couple of real corkers. We bring you a few glimpses of wares to come and grill the game's programmers too!

PANZER DRAGOON 2 62

Did you think that Panzer was one of the most original games ever? Think again. Creators Team Andromeda took most of their influences for the characters from a comic series known as Arzach. We reveal just exactly which bits they nicked and why the original artist is so damned good!

SEGA SATURN™ NEWS

It's goodnight from him...

Hello readers, it's a lovely sunny day outside the SATURN MAG offices, but personally I can't wait for the predictably freezing night time so I can go to sleep. Not because I'm a lazy get or anything, but because I want to join Nights and his lovely Nightopians for a thousand frolics in the merry world of dreams. This might sound a bit sad, but that's just because you haven't seen how absolutely incredible Nights is yet. You know that feeling you get when you're flying in your dreams? Well that's what Nights is like, and anyone who's ever doubted that Team Sonic would recapture the glory of their Sonic heydays shouldn't just eat their words, they should be force fed them until they burst their guts all over the floor. In fact, you should stop listening to my wild-eyed ridiculousisms and turn to our Showcase immediately. But before you go, remember that if you've got any points to make regarding the SATURN or our MAG, you need only write in and tell us. We'd love to hear from you, because we're sure you're all pretty and nice.
See you next issue gamesniks,
Rad.



WORK HAS BEGUN ON VIRTUA COP 2 AND FIGHTING VIPERS CONVERSIONS!

Japanese sources have informed us that AM2 have commenced work on their next Saturn conversions, Fighting Vipers and Virtua Cop 2. Although hardly any of the game has been programmed in as yet, there are some basic routines up and running and early work is said to be looking stunning! It's probably going to be a couple of months before any screenshots are available, but be prepared for some awesome unveilings come July time. By the way, the titles are both scheduled for release in around November, and as soon as we can bring you some shots of either title, you can be sure we will!









For up to the minute VF3 news turn to coin operated NOW!



SATURN GETS QUAKE

If you're one of those lucky people who own both a console and a PC, you'll no doubt know that the whole PC community is currently going bananas over id's new title, Quake. Although it's based around the original Doom, the game has moved on both in terms of graphics and gameplay, featuring massively detailed sprites and a substantial increase on the gore counter. Luckily, the game will be coming to Saturn in little more than two months after the PC release and according to id software will be little more than a straight port form the original version. What's quite bizarre though is that Quake could end up on the shelves before the much hyped Saturn version of Doom does – which kind of makes the latter title a bit pointless really. Then again, if past releases are anything to go by, the game is bound to slip by a few weeks at least. Who knows. We just wish that id would release some pics of the much-hyped Saturn Doom to prove to us that it really exists...





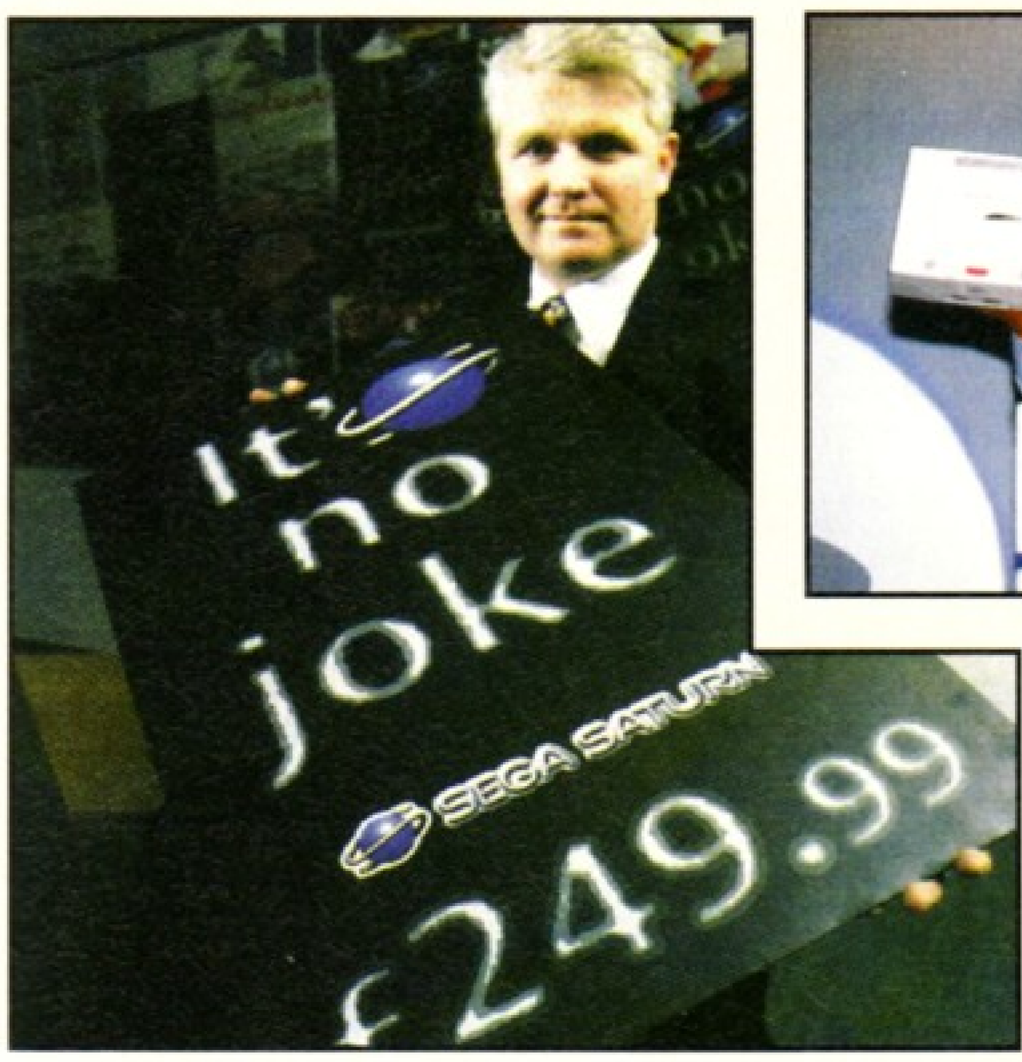






FOOLED YOU?

Hopefully, you will have noticed the recent price drop in the Saturn from £299 to £249, a special offer which ran for just three weeks in April. This offer was initiated to entice loads more first time machine buyers, and seeing as the £249 price tag makes the Saturn £50 cheaper than the Playstation, this strategy should have been hugely successful – at the time of writing, the campaign was only a couple of days in, so there were no figures available. However, the recent price slashing in Japan with the Saturn mark 2 was hugely successful. The new white model sold a staggering 70,000 units in just four days and is currently sold out. Obviously, with the new, cheaper model, Sega of Japan can afford to make staggering price cuts (the new machine went on sale at just £125), although it's thought that the arrival of the new model in the UK could spell another permanent price drop. Although you may have already bought a Saturn, don't be disenheartened by this news – more new Saturn owners means that more developers will be willing to create new titles for the machine, which ultimately means more choice for the consumer. As soon as we get any firm details concerning permanent price drops, we'll let you know.







It's the brand new Saturn! You can't buy it here though – actually you can't buy it anywhere – it's sold out!

(Left) Sega's head honcho Andy Mee shows off the Saturn's new price point. Will it last? Let's hope so – this new, lower price could be the turning point for the machine's success!

A DES-CENT CONVERSION

Another title that seems to be keeping a bit quiet at the moment is Descent. However, this is still on the way and now that the Playstation version has finally hit the streets, the programmers can turn their full attention to the Saturn version. We'll be bringing you a full preview next month, but in the meantime, here's a few screenshots to peruse.









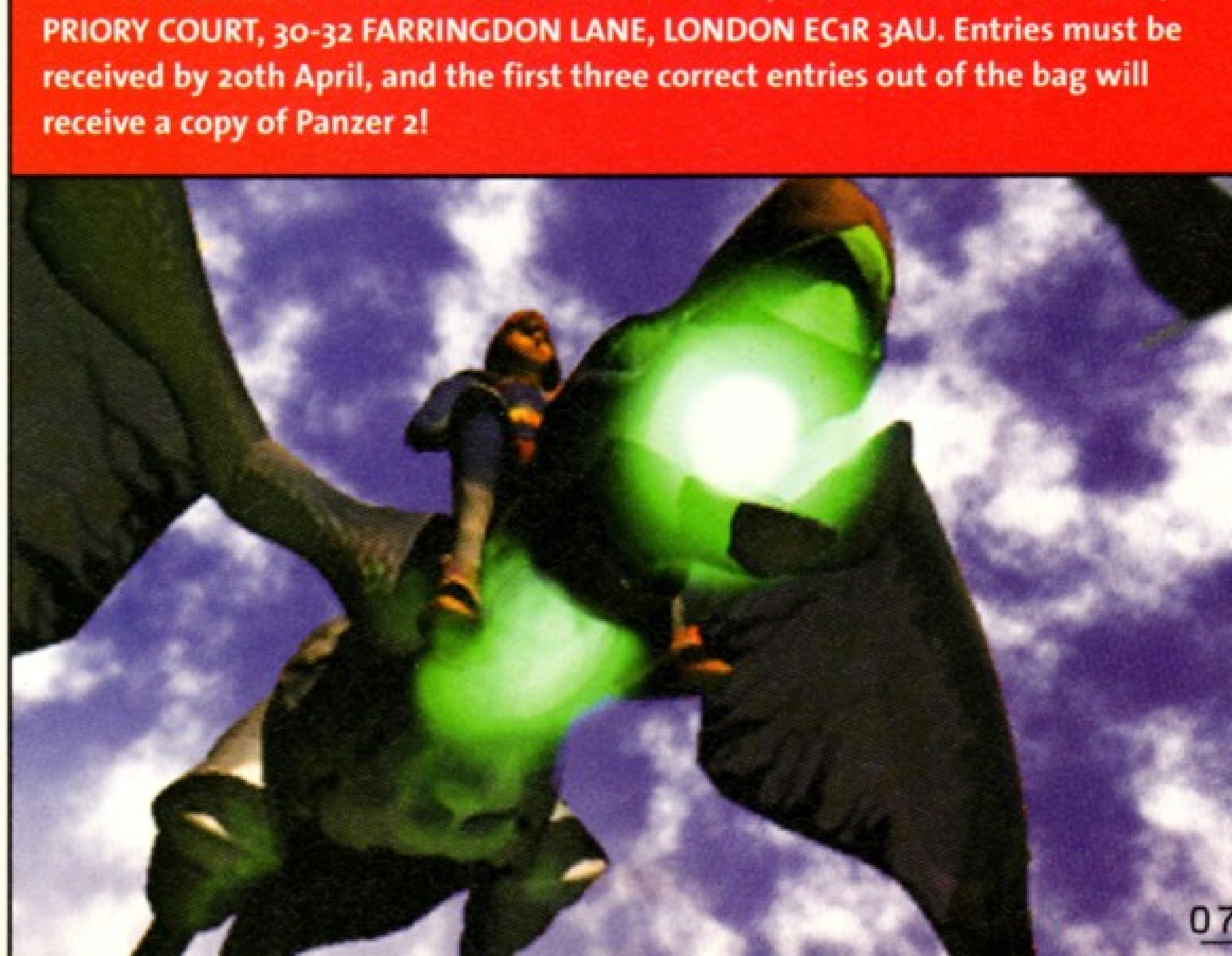
WIN!

The first UK copies of Panzer Dragoon 2!

Yep, three lucky readers will receive a copy of Panzer Dragoon 2 by simply answering the following question:

Which programming team were behind the development of panzer dragoon 2?

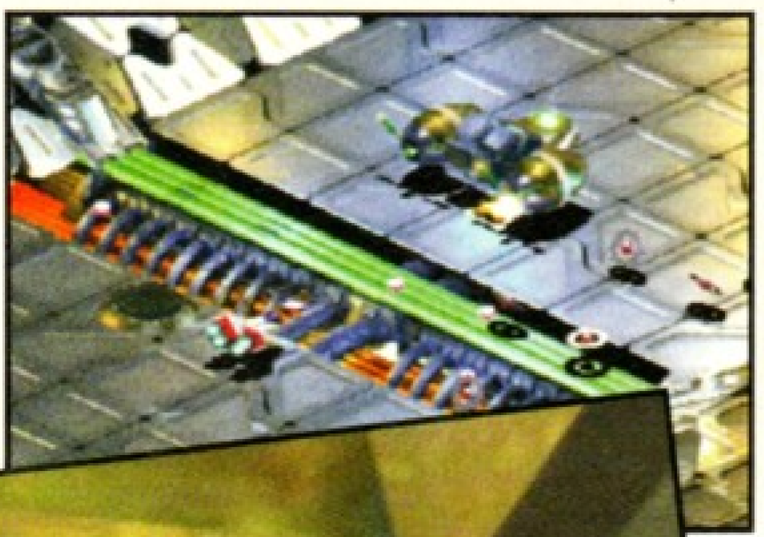
Answers on a POSTCARD to: GIMME PANZER, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Entries must be received by 20th April, and the first three correct entries out of the bag will receive a copy of Panzer 2!





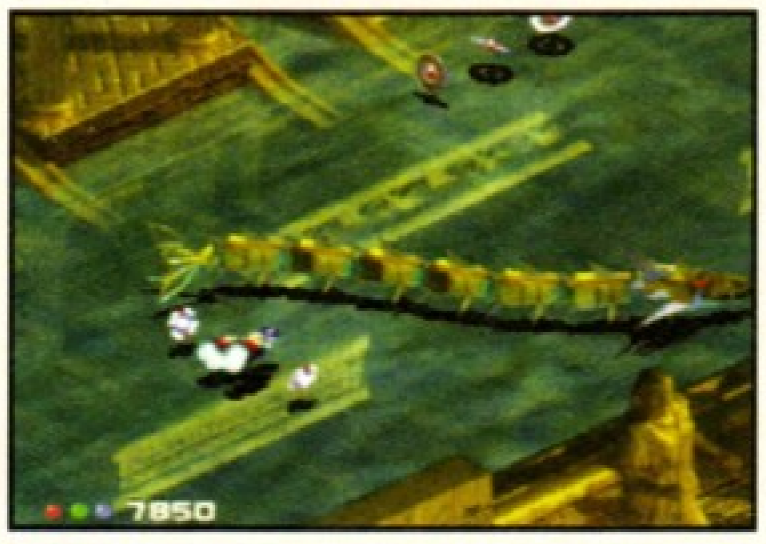
IT DEPENDS ON YOUR VIEWPOINT

Although EA seem to have done very little to establish a name for themselves on the Saturn, they are claiming to have a whole bunch of games readying for release in the early summer months, among them Space Hulk (which we reported on last month) and Viewpoint. Already released on the Playstation, this 3D shoot 'em up was criticised for being incredibly difficult and unfortunately, the action suffered from slowdown on some of the levels. However, the actual game was brilliant and in addition to the frenetic gameplay, it also featured stunning graphics. EA have always promised that they would release this on the Saturn, but have taken the title back to the drawing board to work on the slowdown problems. The forthcoming Saturn version should be nigh-on perfect and will be arriving in just three short months. Pics shown here are taken from the Playstation version.









SEGA SATURN MAGAZINE'S RECOMMENDED TITLES FROM THE LAST THREE MONTHS

1. SEGA RALLY
Still doing reasonably well in the CD charts, this is just about the ONLY racing game worth bothering about at the moment.

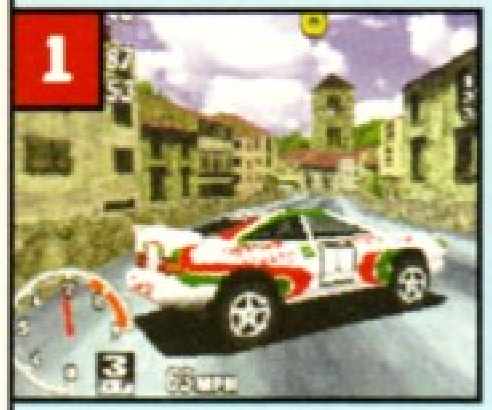
2. VIRTUA FIGHTER 2
Most gamers will already have this is their collection, but if by some chance you haven't bought it yet, do so AT ONCE! You'll be amazed at the huge leap in technology since VF1 and Remix!

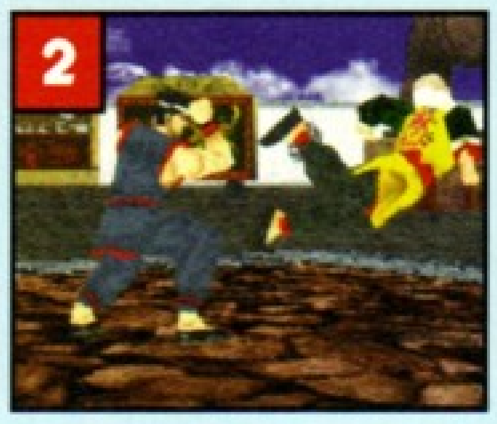
3. THUNDERHAWK 2
Easily the best air combat game on the Saturn, guaranteed to have you playing into the small hours.

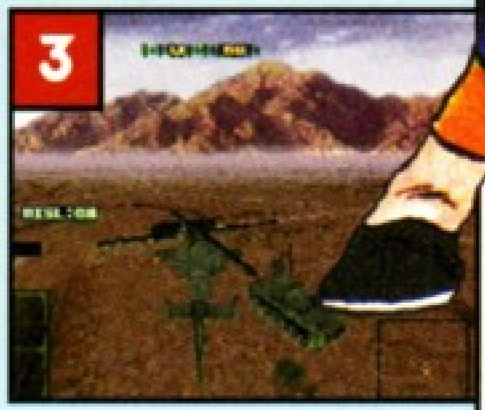
4. FIFA '96
May not hold up to well against forthcoming footie releases, but for now, this is the best of the bunch.

5. WIPEOUT
Very different from the handling in Sega Rally, but still a great racing game nevertheless.

6. WORMS
Sure, it's not to everyone's taste, but even so, this is a hugely addictive and entertaining title.

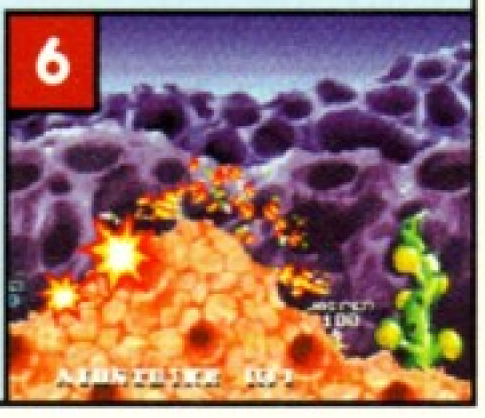

1


2


3


4


5


6

SATURN GOES RETRO!

Pig sick because you can't play Namco's museum on your Saturn? Well, you shouldn't be, these games are flipping ancient. The whole point of a next generation machine is that it's, well, as next generationy as it possibly can be. But if you are a fan of game "classics" you'll be pleased to hear that Sega are currently working on a classic collection of their own. The as yet unnamed collective will feature arcade titles Space Harrier, Afterburner (both of which appeared on the 32X) and Outrun, with all of the titles appearing just as they did in the arcades all those years ago. Arcade fans should be particularly pleased to finally get hold of Outrun, which has never appeared in an arcade-perfect before on any console before – it's also a title which Saturn owners have been requesting (demanding) ever since the superconsole was released. There's no pics from the forthcoming home versions as yet, but as we said, expect arcade perfect conversion on the import scene in a month or so.





IT'S A RIPPER

Following the avalanche of recent PC to Saturn conversions, this month sees the conversion announcement of Ripper. scheduled for release on both the Saturn and Playstation in the summer months, this creepy adventure stars cool hep cat Christopher Walken as a private detective on an assignemnet to incover the culprit behind a spate of gory murders. In fact, seeingas this features so many top names from the Hollywood biz, it's just about as near to a film as games have ever been. Actually, with its abundance of gore and stomach-slashing interludes, this could rank among one of the best B-movies ever made! More news as soon as we can show something solid on the Saturn version, but in the meantime, here's a couple of pics from the PC version.





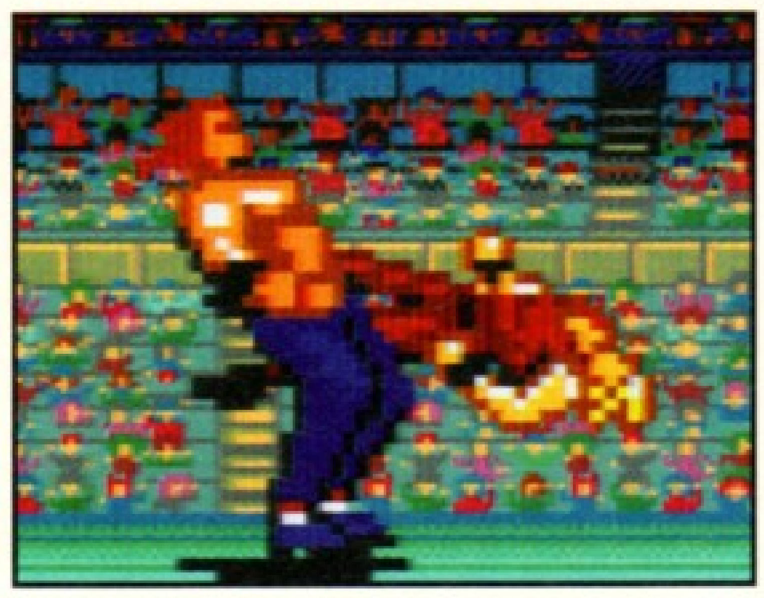


AND THEY CALLED THEM MATCHSTICK MEN



Convinced that your top 32-bit titles can't be reproduced on any other system? Reckon it's impossible to render polygon generated sprites on a 16 bit console? well, you'd be right. Skip 16-bit. try 8-bit. Yes, 8-bit. You see Virtua Fighter has been given the conversion treatment and will be released on the Game Gear sometime in summer. And it looks great. Sort of. Well, at least you can tell who the characters are which is an achievement in itself for the Game Gear. Anyway, we just thought you'd like to see it that's all. Just don't go harping on about the good old days, okay?





RELEASE SCHEDULE

Please note that release dates and prices can change, but were correct at time of going to press.

MAY

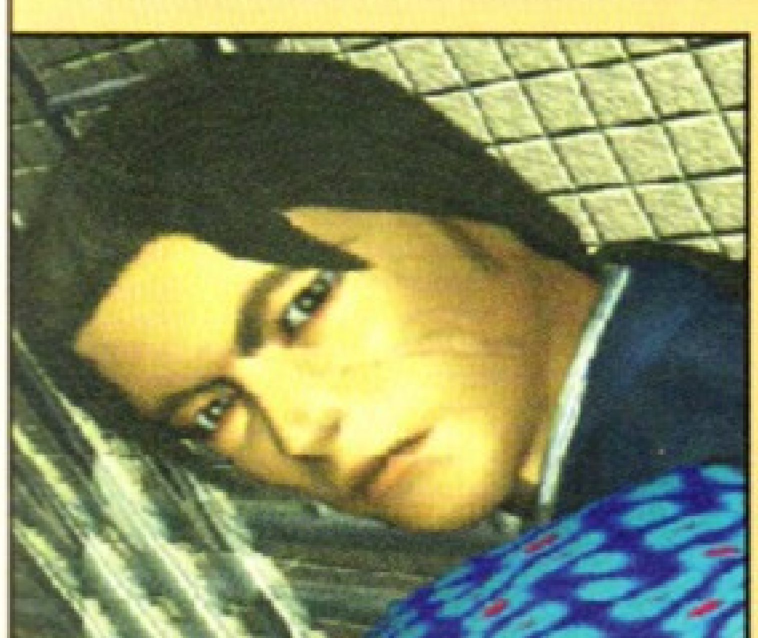
Euro '96	Sega	£39.99
Lemmings	Sega	£39.99
Discworld	Sega	£39.99
Panzer Dragoon 2	Sega	£44.99
Shining Wisdom	Sega	£39.99
Loaded	Gremlin	£39.99
Streetfighter Alpha	Virgin	£TBA
Valora Valley Golf	Virgin	£39.99
Defcon 5	GT	£TBA

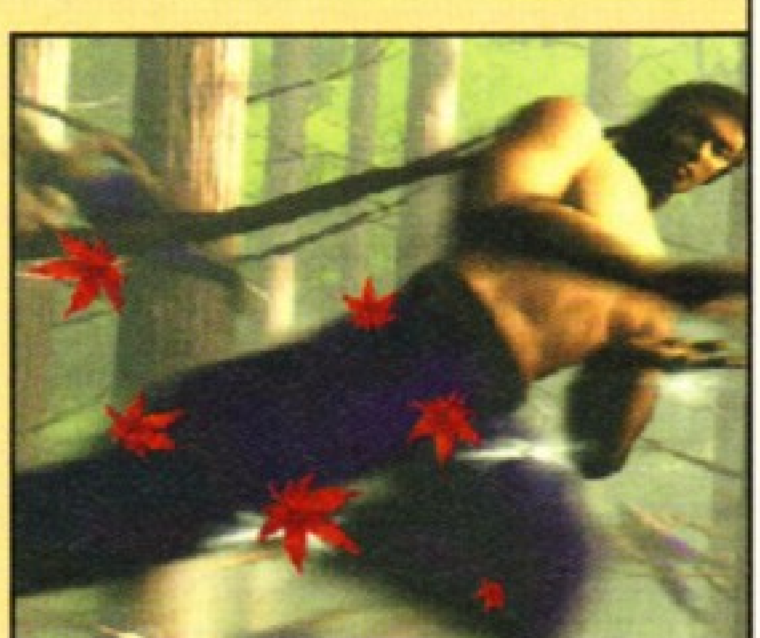
JUNE

Guardian Heroes	Sega	£39.99
NHL Hockey	Virgin	£39.99
Destruction Derby	Sega	£39.99
Baku Baku Animal	Sega	£39.99
In the hunt	THQ	£39.99
Darkstalkers	Virgin	£39.99
Mortal Kombat 3	GT	£TBA









JEFFRY – SHARK SLAYER!

Recently out on the streets of Japan were the latest two additions to the CG portrait disk collection, featuring Jeffry and Kage. We have to say that this batch of releases aren't exactly impressive – although the picture quality and actual images are of high quality, the embarrassing "special effects" are very poor indeed. Featuring Jeffry with his boat, by the sea, in the sea, killing sharks, hanging around under palm trees, and with Kage doing much the same, but in a ninja-stylee, it's safe to say that the disks will never appear in any form over here. Well, we say that, but seeing as we're giving you the chance to win the complete collection, that's not strictly true.

Yep, if you fancy having the all of these quite nice but ultimately useless disks adorning your very own game shelf, then as usual, simply tell us why you want to own these disks in under fifteen words.

Send your entries to: HANG ON, THAT'S NOT LIKE THE USUAL QUESTIONS, SEGA SATURN MAGAZINE, priory Court, 30-32 Farringdon Lane, London EC1R 3AU, by June 30th.

Seen the light

Having finally seen the light, although unfortunately not as far as their own doomed console is concerned, Philips have taken the decision to publish on the Saturn. First up for release is the highly acclaimed Burn Cycle, a futuristic adventure featuring a man on a mission to uncover the reasons behind his own murder (see page 14 for more info). They're also releasing QAD a couple of months after Burn Cycle and by Christmas should have a whole portfolio of titles announced. More soon.









HMV CHARTS

Week ending April 1st, 1996

KNOW HMV • KNOW GAMES

	Title	By
1	WipEout	Sega
2	Virtua Cop (game and gun)	Sega
3	Magic Carpet	Bullfrog
4	Battle Arena Tohshinden	Sega
5	Sega Rally	Sega
6	D	Acclaim
7	F-1 Challenge	Sega
8	Virtua Fighter 2	Sega
9	Daytona USA	Sega
10	Mystaria: Realms of Lore	Sega

SATURN MAGAZINE CHARTS

1	Panzer Dragoon 2	Sega
2	Euro '96	Sega
3	Virtua Fighter 2	Sega
4	Street Fighter Alpha	Virgin
5	Wipeout	Sega
6	Magic Carpet	Bullfrog
7	X-Men: Children of the Atom	Acclaim
8	Sega Rally	Sega
9	King of Fighters 95	SNK
10	Baku Baku Animal	Sega

READER CHARTS

Sent in by Philip Robinson of Leeds. Philip, a game is on the way to you!

1	SEGA RALLY	Sega
2	Virtua Fighter 2	Sega
3	Virtua Cop	Sega
4	Firestorm	Core Design
5	Fifa 96	EA
6	Hang on	Sega
7	Worms	Ocean
8	Daytona	Sega
9	Digital Pinball	Sega
10	Virtua Fighter	Sega

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

ALIEN TRILOGY IS COMING!

If you're worried at the distinct lack of Alien trilogy coverage in the last few months, don't be too disheartened – the Saturn version *is* on the way and shots should be appearing soon. The reason that nothing has been shown on the game so far is that developers Probe are busy adding more to the gameplay – more levels, better graphics and more impressive special effects. And before you go thinking "yeah sure, I've heard all that before", it's true! Probe could simply port the code straight across to the Saturn but are determined to bring a much better game to all Saturn owners. So for once, you'll do better out of waiting an extra couple of months!









Rad readies himself for another hard day at the SATURN MAGAZINE offices.







their only crime was curiosity
HACKERS
12
UNITED ARTISTS PICTURES presents An IAIN SOFTLEY film 'HACKERS' JONNY LEE MILLER ANGELINA JOLIE
FISHER STEVENS and LORRAINE BRACCO music by SIMON BOSWELL edited by CHRISTOPHER BLUNDEN MARTIN WALSH
production designer JOHN BEARD director of photography ANDRZEJ SEKULA executive producer IAIN SOFTLEY co-producer JANET GRAHAM
UNITED INTERNATIONAL PICTURES
PANAVISION
written by RAFAEL MOREU produced by MICHAEL PEYSER RALPH WINTER directed by IAIN SOFTLEY
DTS STEREO
DIGITAL dts SOUND
UNITED ARTISTS
soundtrack available on Edel-Cinerama Records
edel
Cinerama
read the paperback from COLLINS CHILDREN'S BOOKS. visit the 'HACKERS' site on the internet HTTP://WWW.UIP.COM
©1996 UNITED ARTISTS PICTURES INC. ALL RIGHTS
AT A CINEMA NEAR YOU FROM MAY 3
CALL FREE
TALKING PAGES
0800 600 900
FOR DETAILS

IN DEVELOPMENT

Now that Gremlin have their Saturn release plan up and running, they already have a host of games almost complete – most of them should be out within the next couple of months, and among them are a couple of top releases.
For everyone else though, things are a bit quiet. However, take solace in the fact that Sega have a whole bunch of A+titles on the way for the next few months – for a sneak peek of things to come, take a look a the Nights showcase on page 30!

BAD MOJO

BY ACCLAIM RELEASE TBA

Acclaim were a little reluctant to announce the release of Bad Mojo, as they were unsure of its suitability for Saturn, but after unveiling the PC version to a host of excited media last month, they realised that it could be one of the most original products that the Saturn has ever seen.

Played out in a Myst-style environment, the game is set in a cockroach infested apartment block where various nasty characters are all thrown together to make the best of it. However, the tenant has come across a rather large bundle of money and is about to make a run for it on to a better life. However, after checking on his most precious possession, a beetle shaped locket, he is sucked into another world – the world of the roach. He must now make his way back to humanity by solving hundreds of puzzles, all presented in the most disgusting, filthy way. Acclaim are proud to announce that to get through this game you really will have to take on the persona of a cockroach, both thinking and acting as this most feared of insects would. Let's face it, since you'll be crawling through human waste, rotting corpses and some of the most vile apartments ever lived in, you don't really have much choice. More on this as soon as we hear anything.

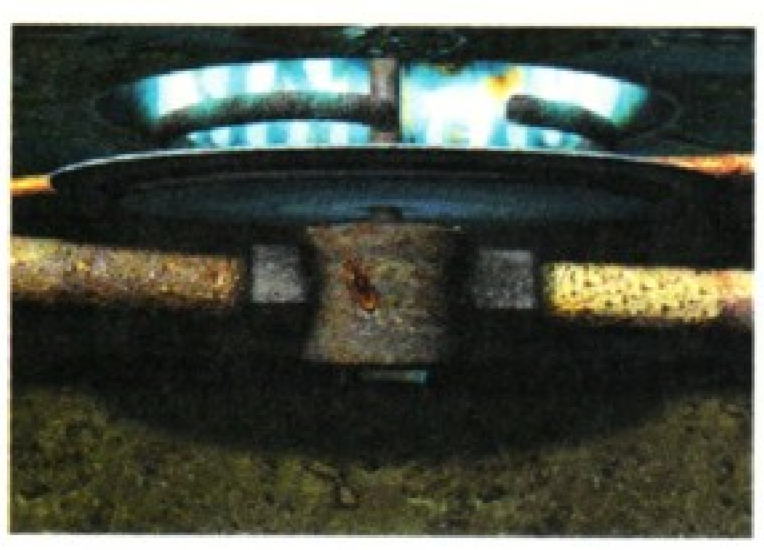


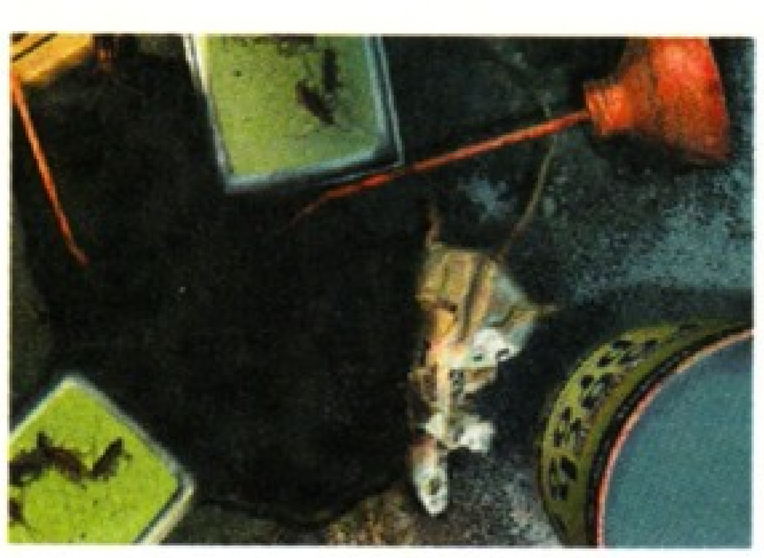




Crawl over this rat's corpse to find a vital clue needed for progress in the game.









Stay away from the paint! Why? Because paint has the potential to kill a cockroach, and once they fall into it, they'll never be able to get out!



SLIPSTREAM



BY GREMLIN RELEASE TBA

Did you think that Wipeout was the first game to attempt to put racing games into the future? Well, you'd be pretty stupid if you did, because Cyber Speedway was out last year and even though it was crap, it *was* set in the future. But futuristic racing games stretch back even further than the ultimately doomed Cyber Speedway.

Early last year Gremlin developed a futuristic racer for the PC called Slipstream. Nicking much from Japanese style animation, a variety of kooky crazy characters line up in their special future mobiles to race in a number of different environments, ranging from rainforests to glaciers. It all looks quite good actually, although its success in the light of top titles such as Wipeout may be fairly limited. Slipstream has been signed up for a definite release in Japan, although an appearance over here is still being discussed.









You take control of a super-fast space ship and races take place in mythical space-like surroundings. But don't ask me what those credit cards are for, because I don't know.



See, it is like Wipeout. In a funny kind of way, admittedly.



GEARS AND GUTS

BY GREMLIN RELEASE TBA



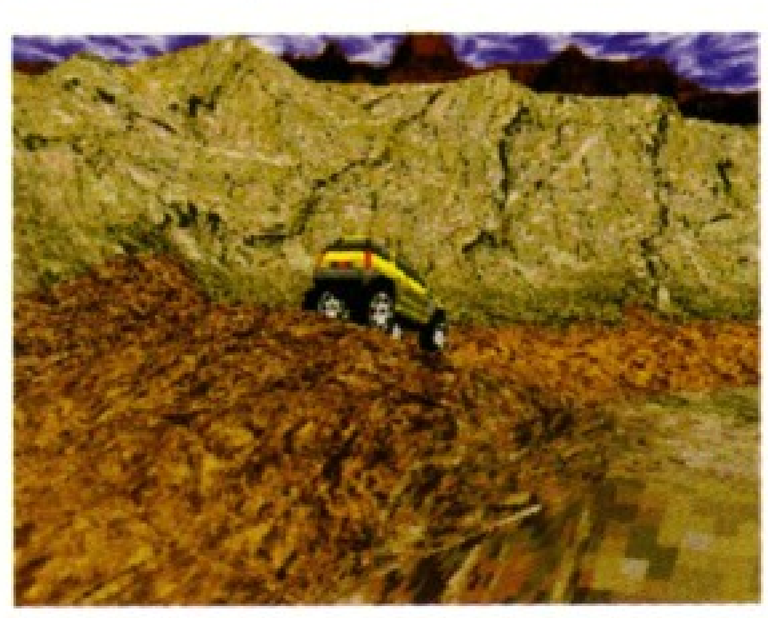




Yet another Gremlin release announcement this month, although this time it's an original title and not a conversion from another console. Gears and Guts is basically a Super Off Road Racer for the nineties, which means that you'll be treated to some brilliant graphics and a more realistic play area too. There's not much information available for the actual levels at the moment, probably because they haven't been created yet, but the tracks will feature realistic texture mapping and each car will feature different suspension – actually, each *wheel* of each car will feature a different suspension.

Anyway, as we said, not much to see of this one yet, but as this is a completely original title, you can expect to see a much more up to date style of game than the mass of straight conversions which seem to be arriving on the Saturn at an alarming rate at the moment. Plus, despite this being a multi format release, each version will be specifically created with the platform's strengths in mind. Expect to see a preview soon.





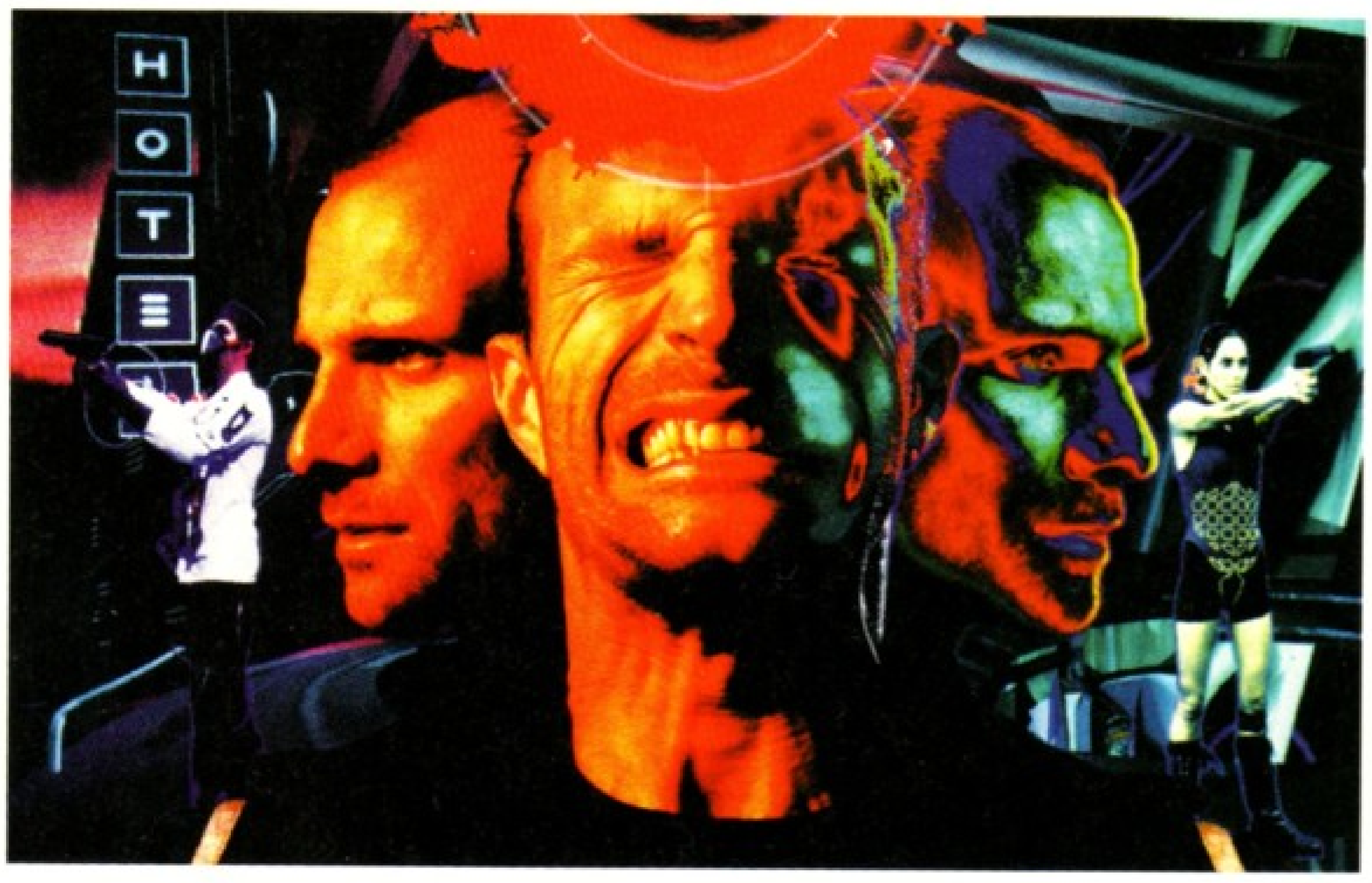
Come back! Look, we didn't mean it. Really we didn't. Oh well, have it your way.



There's not much going on here. That's because it's only about 20% complete.

BURN CYCLE

BY PHILIPS **RELEASE** TBA



Now that the CDi isn't doing too well (actually, it's never done too well), Philips are looking further afield for their future game releases. The initial result of this is that their full portfolio of games will be released on both Playstation and Saturn in the third quarter of this year.

The first release to hit the shelves will be Burn Cycle, Philips' most acclaimed title to date, which features a futuristic cyber-guy who has two hours to solve his own impending murder. Featuring film cuts and some of the most involving puzzle action ever seen on the CDi (not exactly hard) this is bound to be a hit on Saturn as it's fast paced and really good fun. Expect to see other Philips titles such as QAD (Quintessential art of Destruction) following a couple of months after.



That's you, that is. You're going bald! And you're wearing a crap jacket!









Yet another cyber babe who may or may not help you on your quest. It all depends what sort of mood she's in you see.



Well hellooo there pretty lady. Is she your girlfriend? Or is she the enemy attempting to throw you off track?



This guy can offer you some pretty good advice if only you'd listen for a while. Don't worry, you don't have to meditate or anything.





A familiar scene from most modern nightclubs. Well, familiar as far as Rad goes anyway. If you look closely you can see him propping up the bar.



There seems to be an abundance of busty babes in this game. This one appears to be participating in a washing powder advert.

ACTUA GOLF

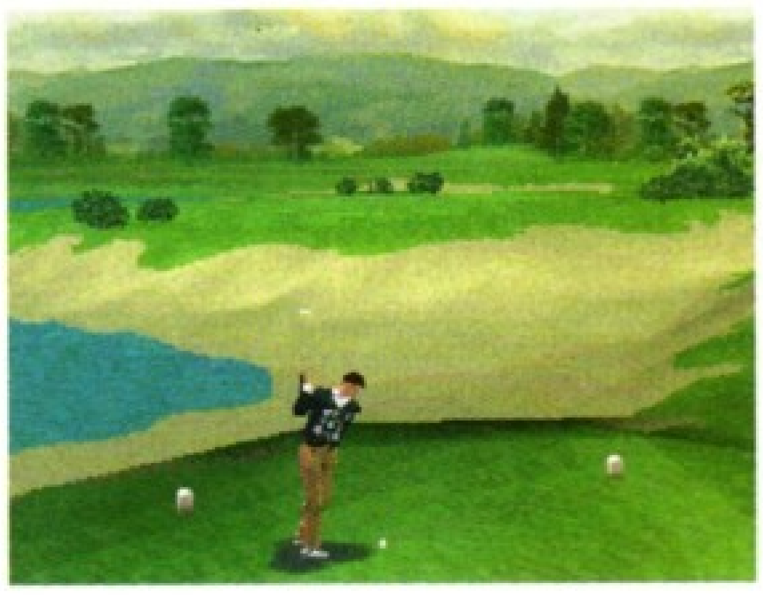
BY GREMLIN **RELEASE** AUGUST

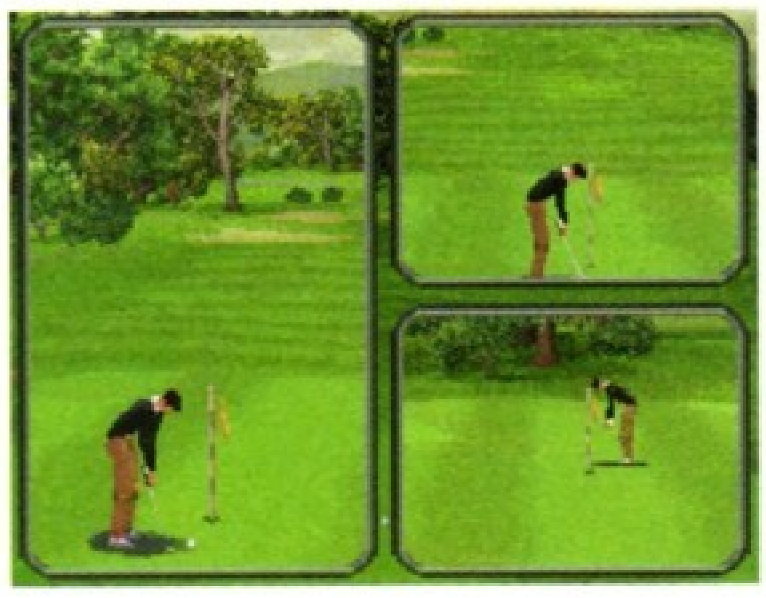
So far, Saturn owners haven't been too lucky when it comes to golf conversions – sure, there's been plenty of titles released, but all of them have been just about average and nothing more. But, it's not as if *any* console has been treated to a top golf sim of late – most of them just seem to be poor PGA rip offs. But with any luck, that's all about to change when Gremlin release Actua Golf on the Saturn in a couple of months. Already out on the Playstation, Actua Golf is probably one of the only titles that holds any acclaim at the moment, receiving 90+ review marks across almost all magazines.

The Saturn version will be a straight port of existing PC and PSX versions and as such will feature incredibly detailed graphics, multi-angled viewing and multiple view replays too. And, in addition to plenty of top golfing action, the action is all commentated by legendary golf personality Peter Allis (ask your dad), which in theory at least makes the action more exciting. Gremlin are making fairly quick progress with this one, and with any luck, a review should make its way into the mag within the next month or two .











EXHUMED

BY BMG **RELEASE** TBA





Heard of Duke Nukem? Well, this brilliant 3D hack 'em up is doing the rounds on the PC at the moment and has received quite a lot of positive press from most PC mags. Unfortunately, there's no news of Duke coming to Saturn, but Exhumed, a hack 'em up using the same engine as Duke Nukem *is* being converted. So that's alright then.

Luckily, despite using the same game engine, the title's plot is very different indeed. Set in Egypt (ancient Egypt that is) the object is to pillage Pharoah's tombs whilst battling against supernatural forces which are determined to keep the tombs sacred. Luckily, there's still plenty of gore, something of a necessity for these types of games and there's loads of brain bashing mazes to manoeuvre too. Unfortunately , there's no playable version available as yet, but BMG are hoping to receive a playable UK version within the next couple of months.



I don't remember any gory monsters leaping out of ancient tombs and mauling intrepid explorers to death. Oh well. Maybe I've been watching the wrong programs on TV.



Yipes! It all looks a bit scary to me.





COIN OPERATED

In last months issue we mentioned the arrival of the much anticipated Virtua Fighter 3. Since then we've heard quite a bit more about the game, including its latest competitor Aoi. Sit back and let your jaw drop at this amazing arcade beat 'em up. More next month!

VIRTUA FIGHTER 3 IS FULLY REVEALED!

Although we brought you the first news of VF3 last month, we're pleased to report that the game has come on in leaps and bounds in just four weeks. Several characters are now moving and some can even perform their fighting routines. The running demos shown to Japanese press were confirmed to be running off the new model 3 technology, and with the use of this new board, Sega will be making huge leaps in the appearance and playability of their already top-of-the-range arcade machines. Basically, if you're into arcade games, Model 3 is going to change your life!

AM2'S SHOCK ANNOUNCEMENT!

Why is it going to change your life? Well, the answer is both horrendously complicated yet astoundingly simple. There's millions of technical explanations for the groundbreaking visuals of VF3, but all you need to know is that this is the smoothest, most visually stunning game EVER seen. Gone is the jerkiness of yesteryear as arcade boards struggled to cope with zooming effects. Instead, there's supersmooth movement from every angle with hugely detailed faces and complete fluid movement in all the characters. Believe us, there is absolutely NO WAY that any other arcade developer can touch this at the moment.

However what's proabably more interesting is the announcement that AM2 are still to put the texture mapping on to the characters. Yep, all the demos seen so far feature zero texture mapping – instead the characters were created using a build up of polygons and Model 3's glow shading feature. Blimey. Imagine what it's going to look like when it's finished!

VIRTUA BACKGROUNDS

This month, even more player stages have been unveiled! Here's all the info on the new stages for the game:

AOI STAGE(?)

Set in a bamboo forest some where in Japan. The ground is white as it is snowing and is rocky with a cliff face on one side.

JACKY STAGE(?)

This Bryant sibling's stage takes place in an office building site. The sides are made of glass and so is the ceiling and the floor!! And guess what? They are truly transparent!!

PAI STAGE(?)

Remember the second stage with the escalator on the expert level of Virtua Cop? That is exactly how pai's stage looks! And that's about all we know about it at the moment. I'm afraid. But escalators, strange eh?

LAU STAGE(?)

Lau's stage is in an oriental garden with walls surrounding every side. The amount of detail evident on the brick work of the walls has to be seen to be believed. The floor is covered in grass with a meandering stone path running through it.

JEFFERY STAGE(?)

The demo of Jeffery took place on a small tropical island. It looks like it came out of a Bounty commercial! Anyway, when the master fisherman performed a variety of throws on the hapless Jacky, the realism was incredible! For instance, when Jacky was lifted from the ground, sprinkles of sand came off his boots!

THE LOW DOWN ON MODEL 3

STATISTICS

Graphics
1 million polygons per second
60 million pixels per second
16 million coloured textures per second
Fix and Flat shading
Micro texture shading
Tri linear interpolation
perspective texture mapping
high specular gourad shading
32 levels of translucency
fade in out
4095 moving models
zoning fog
clipping

SPECIAL EFFECTS

parallel light
Four light spots
pin point light
CPU: 68 EC000
Sampling rate: 44.1 KHZ
SCSP x 2
MIDI interface: 16-bit, 64 voice
4 CH



I've just realised who Aoi loks like — Toyah Wilcox! Having given up on a pop career and grown tired of her late night sex-chat show, she's decided to get rucking with the VF crew.





SAY HELLO

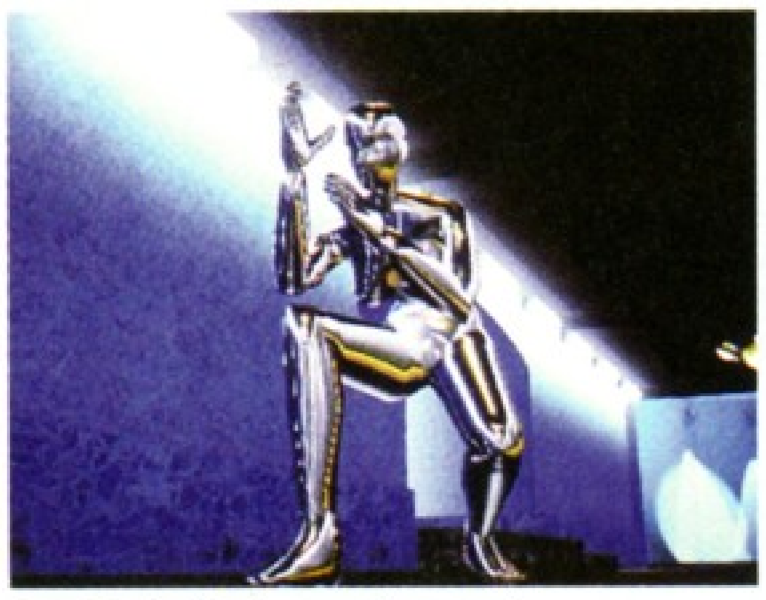




Left - some of the moves that Aoi is capable of. It looks like a home-styled form of karate.







Dural is lookin better than ever!



Lots of lovely shiny effect here!



IN TONIGHT'S MATCHUP...

AM2 commented on each of the characters in turn at a recent press conference and for some, there's a few changes in store. Here's a quick rundown...

AOI: Not much information was released concerning the latest member of the VF family, Aoi. All that Mr Suzuki would give away was that when Steven Spielberg (Yes, THAT Stephen Spielberg) recently visited AM2's Tokyo office to see her, all he could say was, "Wow!" as he was completely gobsmacked!!

JACKY: Jacky will remain very similar to the way he has appeared in previous VF games, although there will be much more detail on his face and clothes.

PAI: Pai seems to have matured substantially since the last VF game! Her facial features have become more pronounced, resulting in an older look.

LAU: The news on Lau is pretty much the same as Pai. He will look the same but more refined.

JEFFERY: Jeffery will look similar to the way he does on the latest CG disc (see news) and it has to be admitted, the detail is amazing. If you try to imagine the still pictures of the disc in an animated form, you're half way there.

DURAL: In a recent interview in a Japanese publication, the creators of the CG discs said, "that the graphics on the discs are the way for the future of VF series". This looks to be so, especially in the case of Dural. The lighting effects on the CG disc stills will all make it into the game but AM2 are not giving much away. If anybody is interested in the Dural CG disc, it will be on sale (import) from the 31st of March



TO THE FUTURE!

Virtua Fighter 3



Expect to see plenty of jazzy trousers! Here are a pair of the infamous 'waffle' trousers...

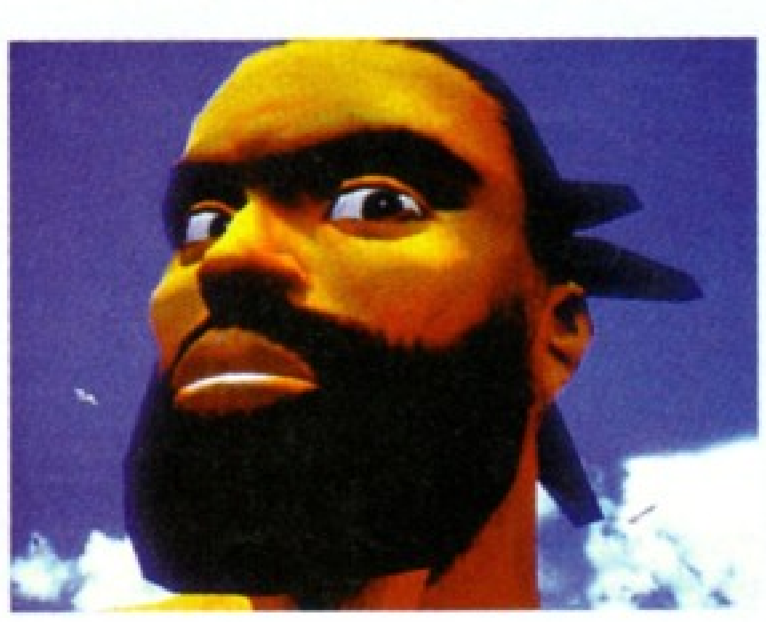


Dural, a fan of Madness and the ska groove, likes to go for the old school two-tone..



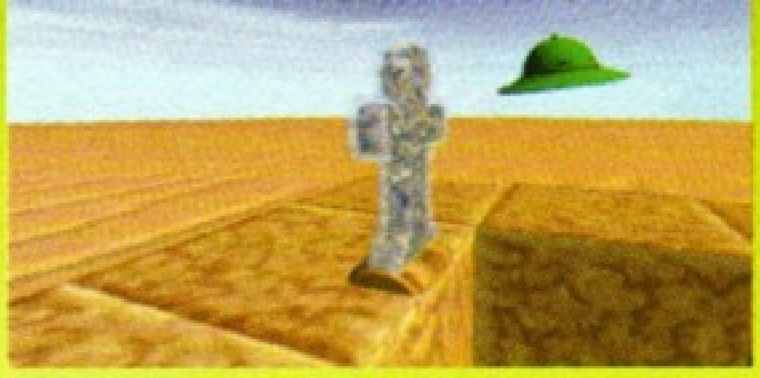
..while Aoi gets down to the classic Manc vibe Roses style with her baggy clobber. Sorted.











PREVIEW

BY	PSYGNOSIS
STYLE	PUZZLE
RELEASE	TBA

Thought you'd seen the back of them did you? Ha! Ha! Ha! No! They're back, and they're more irritating than ever. This time their suicidal exploits take them into 3D territory. Get those green wigs on.



Death. The undiscovered country. And lemmings, its most avid explorers. Together they make a really lifeless team, ready to do whatever it takes to achieve a state of non-being. As fun as this might be to watch and as admirable as their instinct for collective sacrifice may appear, you are nevertheless required to thwart them from heaving forth the daisies, and ensure they are all returned to their homes safe and sound.

Such a task had been frustrating and infuriating Lemmings devotees for years now and it doesn't look like Saturn owners are likely to escape. In fact for them, things could be even worse. Rather than your regular 2D Lemmings where the little furballs move flatly across the screen left and right, the 32 bit console world is treated to a further dimension just to make things more confusing. 3D Lemmings retains all of the principles that went to make

"In 3D the suicidal rodents can wander back and forth into danger, as well as left and right, not to mention the fact that in a 3D environment it's much easier to lose track of where they all are."

the game such an addictive success in the past, but turns up the heat by forcing players to think in 3D. This might not seem like such a big deal, but remember that in 3D the suicidal rodents can wander back and forth into danger, as well as left and right, not to mention the fact that in a 3D environment it's much easier to lose track of where they all are.



The roles that you have the omnipotent power to bestow upon the Lemmings are largely unaltered from previous games. Among them are builders who can bridge any death-inducing chasms, blockers to keep them all in a tidy pack, diggers for tunnelling under objects that cannot be traversed any other way and so on. There are also a couple of extra tasks that can be assigned to your lemmings. A 'turner' lemming will alter the direction left or right according to how they are instructed. This is an essential addition as everything's now in 3D. Another new role is 'virtual' lemming. This is where the player actually gets a lemming-eye-view of the proceedings enabling them to study problems up close and see just where he and his chums are encountering certain death situations.

The 3D element also means that the control method has altered somewhat. Players now have to get to grips with revolving camera perspectives situated at three different heights, taking in the entire structure of the arduous and confusing terrains.

3D Lemmings features four different standards: fun, tricky, taxing and mayhem. Additionally, there is a practice feature which gives players the opportunity to try out all of the different lemming roles in simple demonstration puzzles.

Lemmings has had a habit of making almost as many enemies as fans. It's the kind of game that tends to induce extreme reactions in people, especially when they spend hours trying and failing at a particular puzzle. But those with knack for this kind of game should beware because this is shaping up to be the most addictive in the Lemmings series yet.



The lemmings ascend the Aztec structure mingling with the symbolic decor.



Using 'virtual lemming' you get a lemming's eye view of life in a tunnel.



When the lemmings get across the bridge you'll want to organise a turner to ensure that they go left. The numbers under the lemming icons tell you how many you can use.











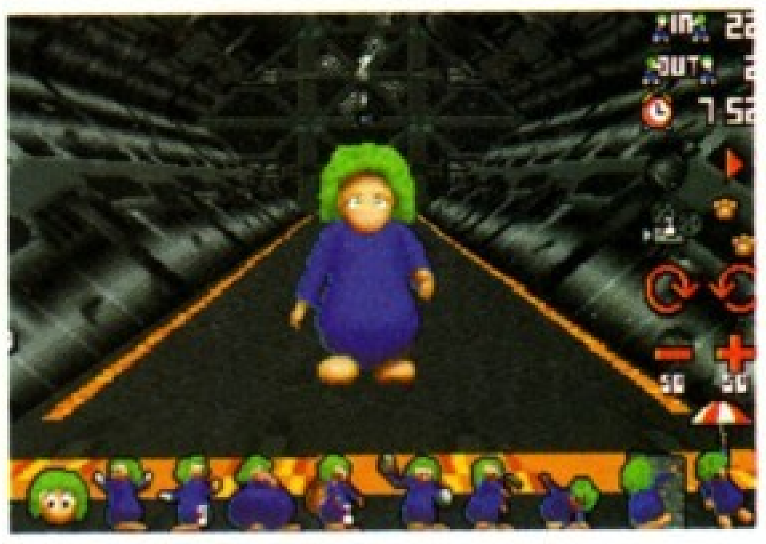
3D Lemmings

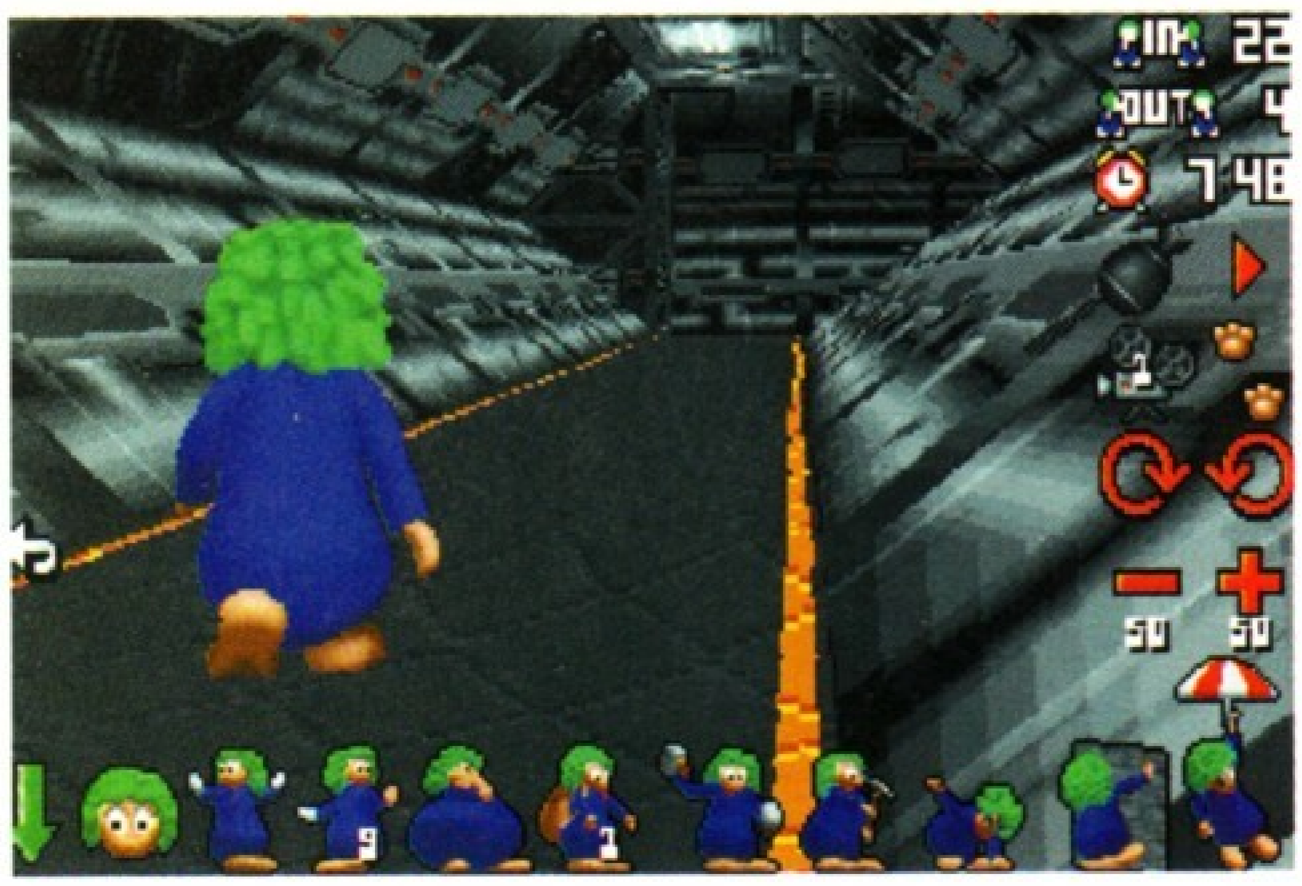
Prepare to get very irritated indeed!

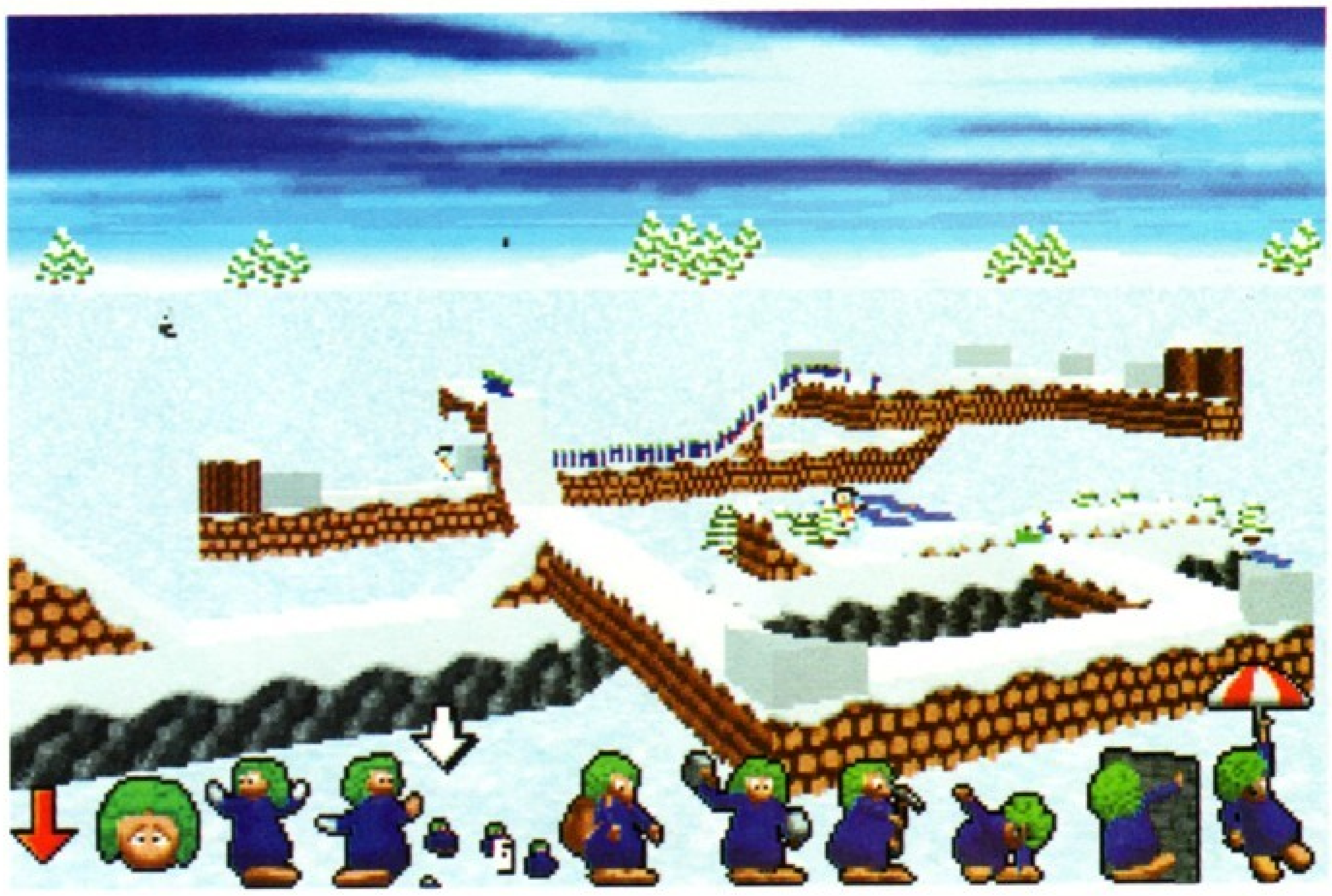


Order or chaos? Meaning or nothingness? It is contemplation of fundamentals such as these that have driven the lemming species to suicide. Either that or they're just pretty dumb.





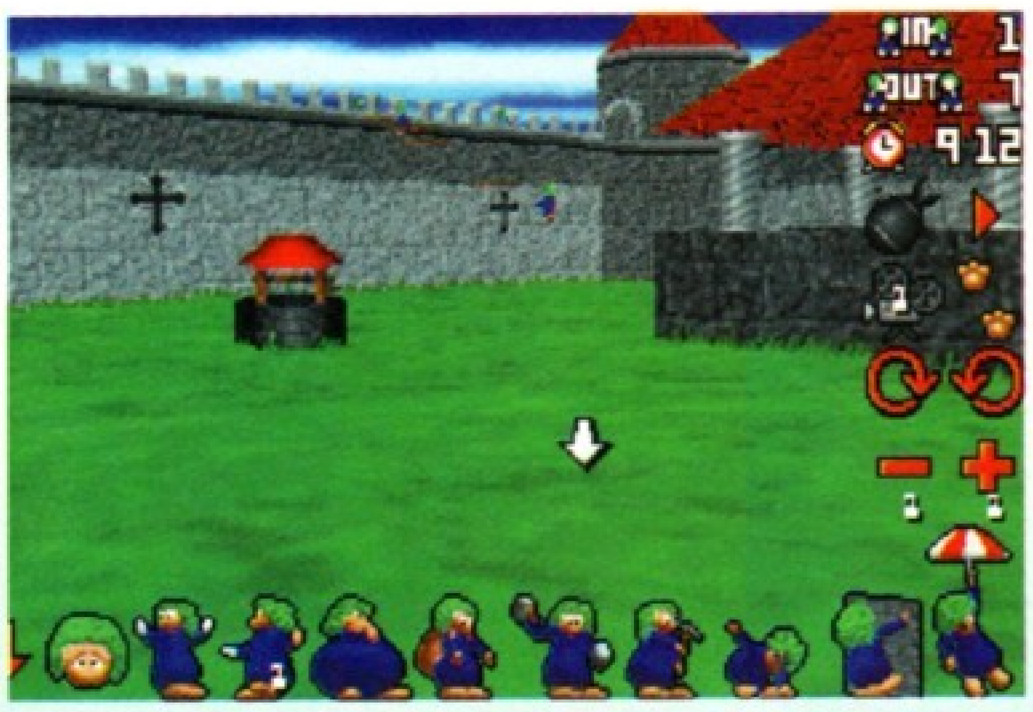


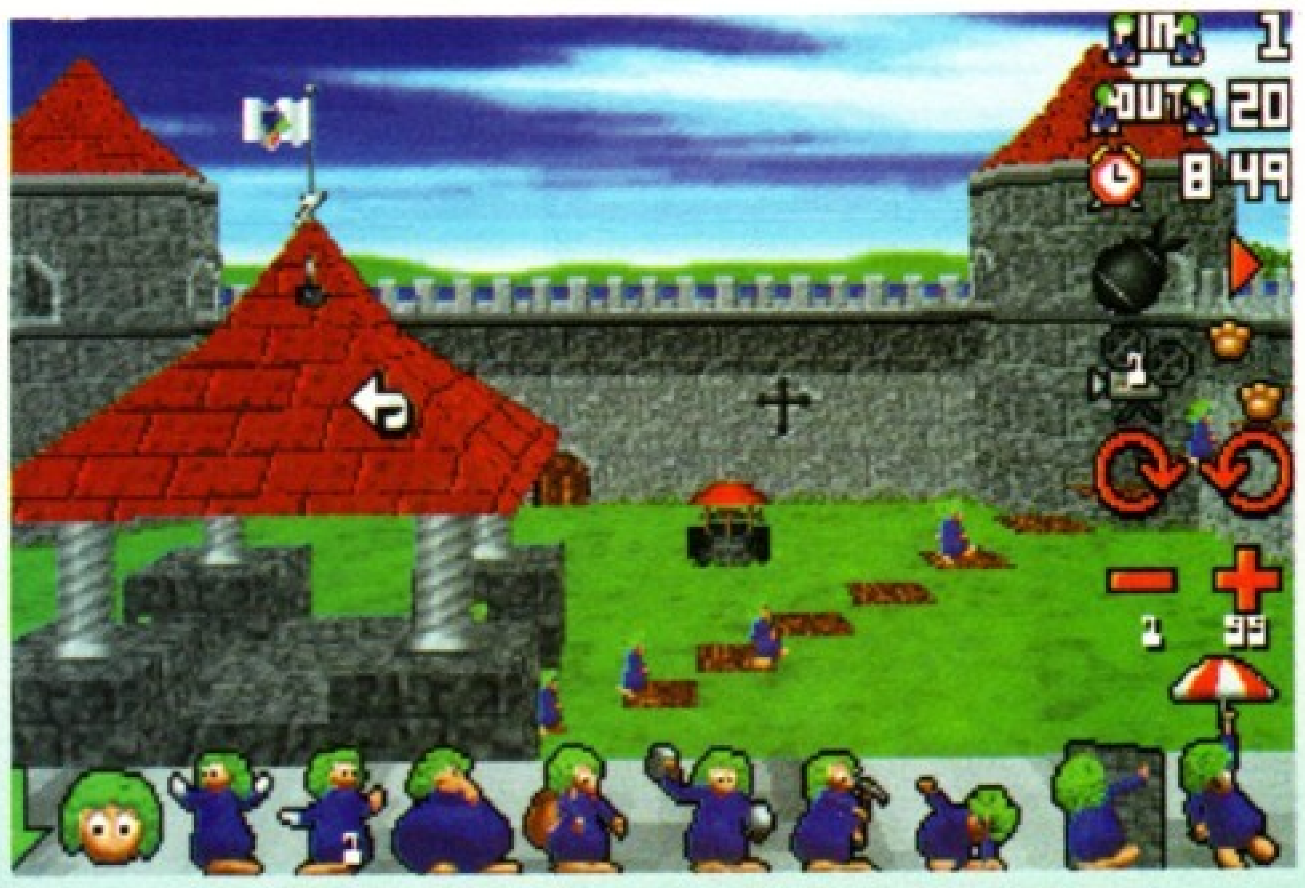


There are absolutely loads of different landscapes to traverse in 3D Lemmings. The later ones get very complicated indeed.



Things outside the castle look harmless enough. Don't expect it to stay like that for long though.







When you're inside buildings you'll have to spend quite some time as a virtual lemming in order to figure things out.





Old style Lemmings? You can kiss all that goodbye. With all this 3D business, each of the lemming roles looks much more impressive. The builder these days is so good that his platforms are somehow anti-gravitational. It's the future you hear! And the future is now!

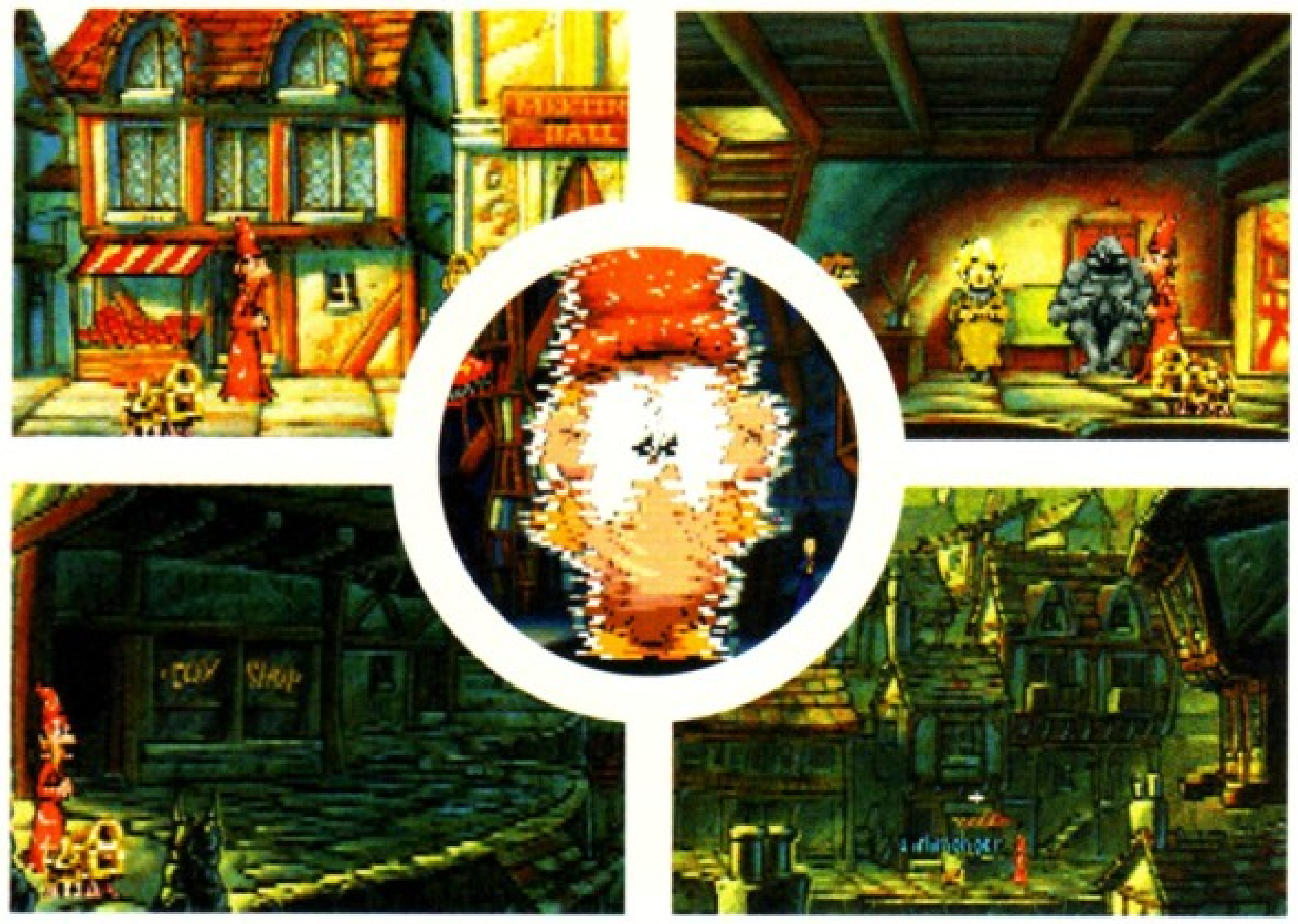
BY	PSYGNOSIS
STYLE	RPG
RELEASE	TBA

Psygnosis are going for the hatrick. After WipEout and Destruction Derby they're changing the pace a bit with Discworld. Take your foot off the accelerator and prepare to don a wizards robes in this in-depth RPG that takes you into the bizarre world of one Terry Pratchett.

If you're someone who frequents book stores you may have come across Terry Pratchett's Discworld books. They all have colourful cartoon covers and there are loads of them lined up on the shelves. They use a sort of sixth form hobbyist kind of humour which is full of lots of clever puns and ironic twists and not really all that funny. Discworld, the place, is a universe sealed in a dome and propped up on the back of a cosmic turtle. It's with this kind of wackiness in mind that you begin your adventure as Rincewind, the wizard apprentice, who has to prove his abilities by ridding the Discworld city of a dragon that's been terrorising the populace. This might seem simple enough, but setting off from the university it quickly becomes apparent that the quirky behaviour of the Arch Chancellor alone means this is going to be a more than complicated task to accomplish.

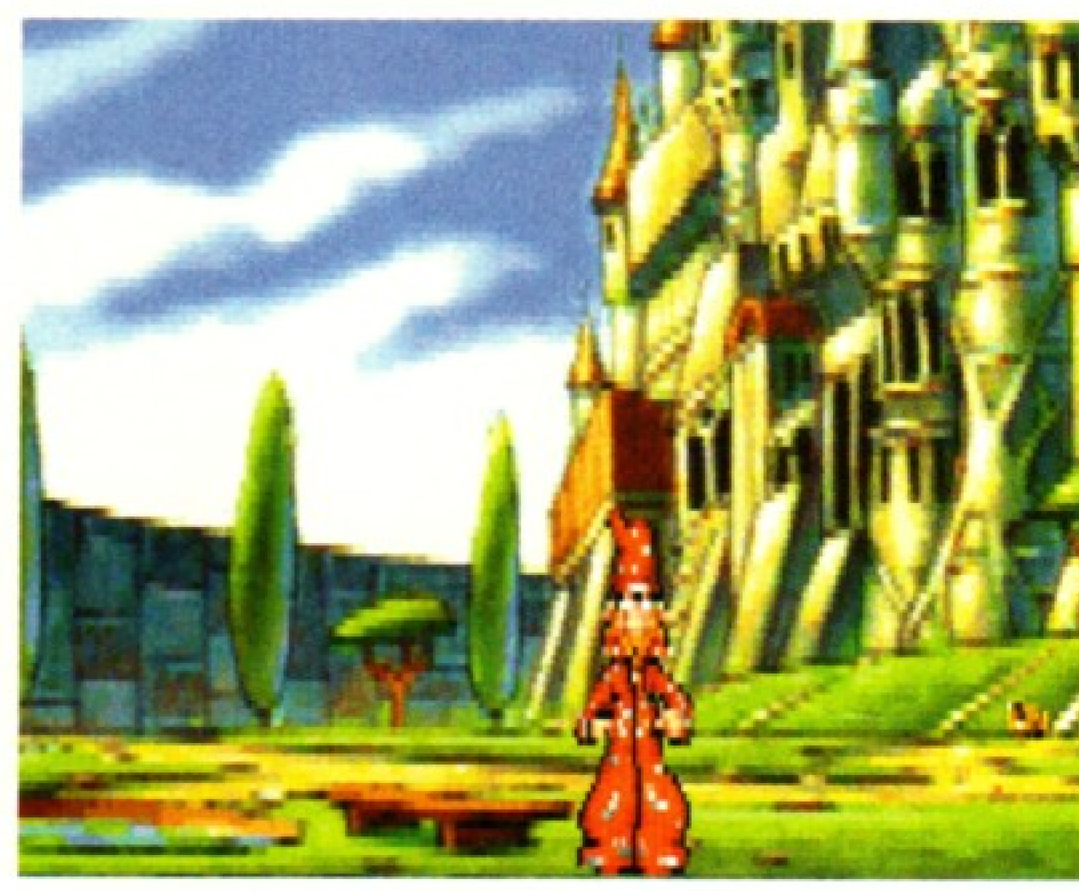
> **"As you move further and further into Discworld, the surreal nature of things begins to make itself more apparent, what with dragons existing only to those who believe in them..."**

Nevertheless it all makes for the fertile RPG territory that ensues, involving hundreds of different characters and not a few puzzles that spread right across the diverse mediaeval city. To maintain the humour, a lot of the characters have famous voices accompanying them. Rincewind is played by Eric Idle of Monty Python fame and there's also the likes of Tony Robinson (Baldrick) and Jon Pertwee (Dr. Who) popping up to play a variety of voices throughout the game. There is a lot of dialogue in Discworld, most of which uses the Terry Pratchett style to full effect. To progress through the game you're going to have to listen closely. The clues characters offer are often cryptic and you'll also need to weigh them up against the kind of person it is you're actually speaking to. This is why Rincewind is given a number of speaking modes, kind of like real people. If he is finding someone a bit obnoxious he can go for an angry tone of voice, or if he wants to get hold of some info he can greet them jovially and go on to ask a question.



As you move further and further into Discworld, the surreal nature of things begins to make itself more apparent, what with dragons existing only to those who believe in them, secret Masonic lodges, and the miracle of time travel being discovered in the university library. At Rincewind's side through all this is his faithful companion, a luggage chest that thinks it's a dog. In it's tardis-like innards he keeps the many things he collects on his travels.

Discworld first put in an appearance on the PC where you'd think its in-depth RPG style would be most at home. Its conversion to the PlayStation however proved that there were enough console types out there who liked the idea of it, and whether you're a fan of the books or not, the epic size and complexity of the game is bound to attract a following on the Saturn. This will be the third Psygnosis title to arrive in recent days following on the heels of WipEout and Destruction Derby. Different as Discworld is, they'll be hoping for as devoted a following as these two racers have acquired.



Rincewind stands in the gardens of the university. It is from here that his adventure begins. But first he must discover the magic spell to open the university gates. Once he's managed that, the whole mystery of Discworld opens up to him with the promise of riches, fame and a new wizards dress.











Discworld

Arrival of the wacky Psygnosis RPG.





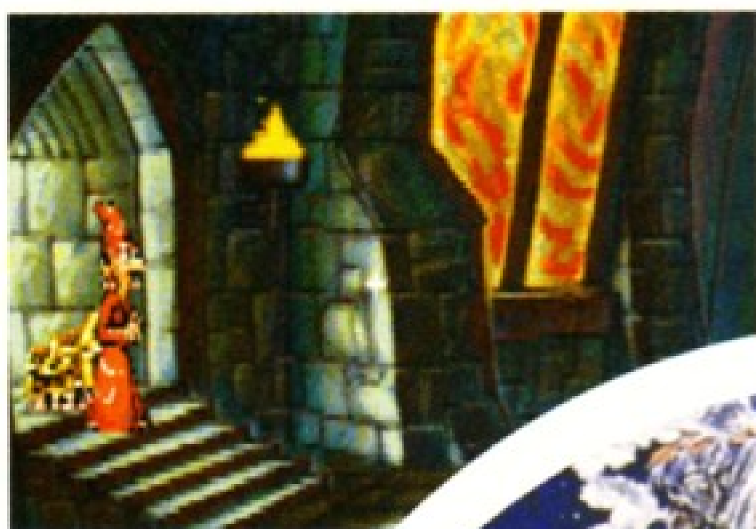






There is no end of things that Rincewind will stash away in his inventory. All of them are essential at some point or other.

The wobbly figure of Rincewind below is one of the side effects from entering L-Space.











Rincewind traverses L-space. This is situated in the library and it enables him to travel back and forth through time.





The old man in the purple is in possession of a staff that Rincewind wants to get his hands on. When he's found the broom it becomes a simple matter of swapping one for the other. All of the characters are happy to stop and chat and doing so is vital for useful clues.





The monkey in the library is the librarian. It is also the start of a long running joke in Discworld about a donkey cart or something.

BY	VIRGIN
STYLE	SPORTS SIM
RELEASE	JUNE

It is one of the eternal mysteries. A sport that in this country has about as much popularity as small bore rifle shooting, yet seems to attract many followers as a sports sim. Yes, that's right! It's ice hockey!

Ice Hockey is not the kind of sport you tend to think about as summer approaches. Water skiing and tennis maybe but not ice hockey. In fact, ice hockey isn't a sport we in Britain tend to think much about anyway. Attitudes towards it tend to be the same as those for British basketball ie. we're crap at it so who cares. Sports sims though are a different story. Ice hockey has always been popular on the Megadrive, what with EA's annual series among others. As a game it's an excellent opportunity to get involved in some full-scale rucks and show a bit of skill at the same time. Sega's NHL Hockey is the only ice hockey sim to put in an appearance on the Saturn as yet. It earned a fairly respectable 78% in Issue 1 of Sega Saturn Magazine. Competition arrives in the shape of Powerplay Hockey from Virgin. Like NHL, it too carries with it an official endorsement meaning that all of the genuine American hockey teams and players are included, along with the traditionally epic range of stats. You won't know who any of them are of course but that's beside the point.







> **"Powerplay Hockey makes the most of the latest technology on offer, using advanced motion capture to make the action as realistic as possible"**





Expect to see plenty of fights breaking out, especially when you choose to play without any of the rules.

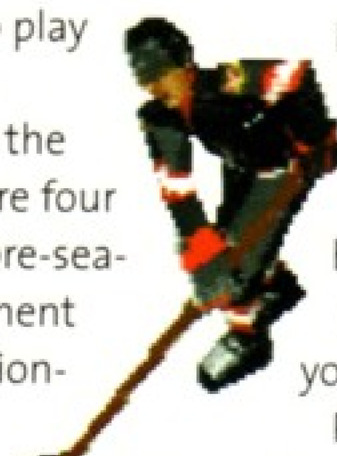






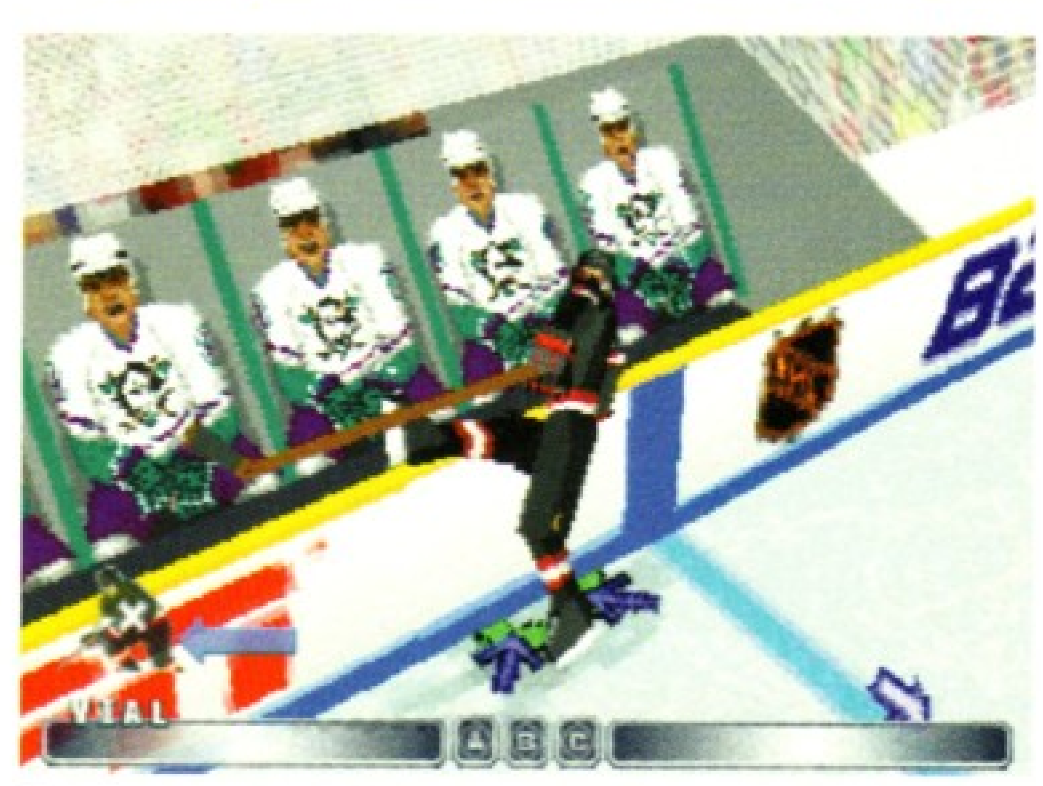
Powerplay Hockey makes the most of the latest technology on offer, using advanced motion capture to make the action as realistic as possible - all of the player's moves are derived from actual film footage. In real terms this means that the characters slide and glide with just the right inertia and the animation of shooting, turning, running etc. is precision itself. To make the game logic as intelligent as the graphics are slick, Virgin have employed sophisticated AI (artificial intelligence) that adjusts players to every possible situation, be it an attack on the break, a frantic defence of goal or even a ruck.

There are a variety of modes in which to play the game. You'll probably want to start off in coaching mode which allows you to organise the line up and tactics that suit you best. There are four other modes to choose from; head-to-head, pre-season, full season, playoffs and a world tournament where players actually get to control international sides. Needless to say, there is the all-important replay facility which moves through 360° enabling you to watch the action at any angle in order to clear up those arguments about who threw the first punch.



The rest is as they say, ice hockey, which means two teams of five-a-side playing four quarters, a goal at each end, a puck, the face off, lots of padding and plenty of violence. And if you like things really rough you can always play without any rules. What's more, Powerplay Hockey can accommodate up to six players simultaneously with the help of a multi-player adaptor, something sure to make it ideal for a spot of gang warfare with your chums.

Powerplay Hockey is due for release in June. We'll get the review to you before all the ice melts. .



Ever been ice skating? If you have you'll know that this guy is demonstrating the beginners' 'cling to the edges' technique.

Powerplay Hockey

Get your ice skates on!







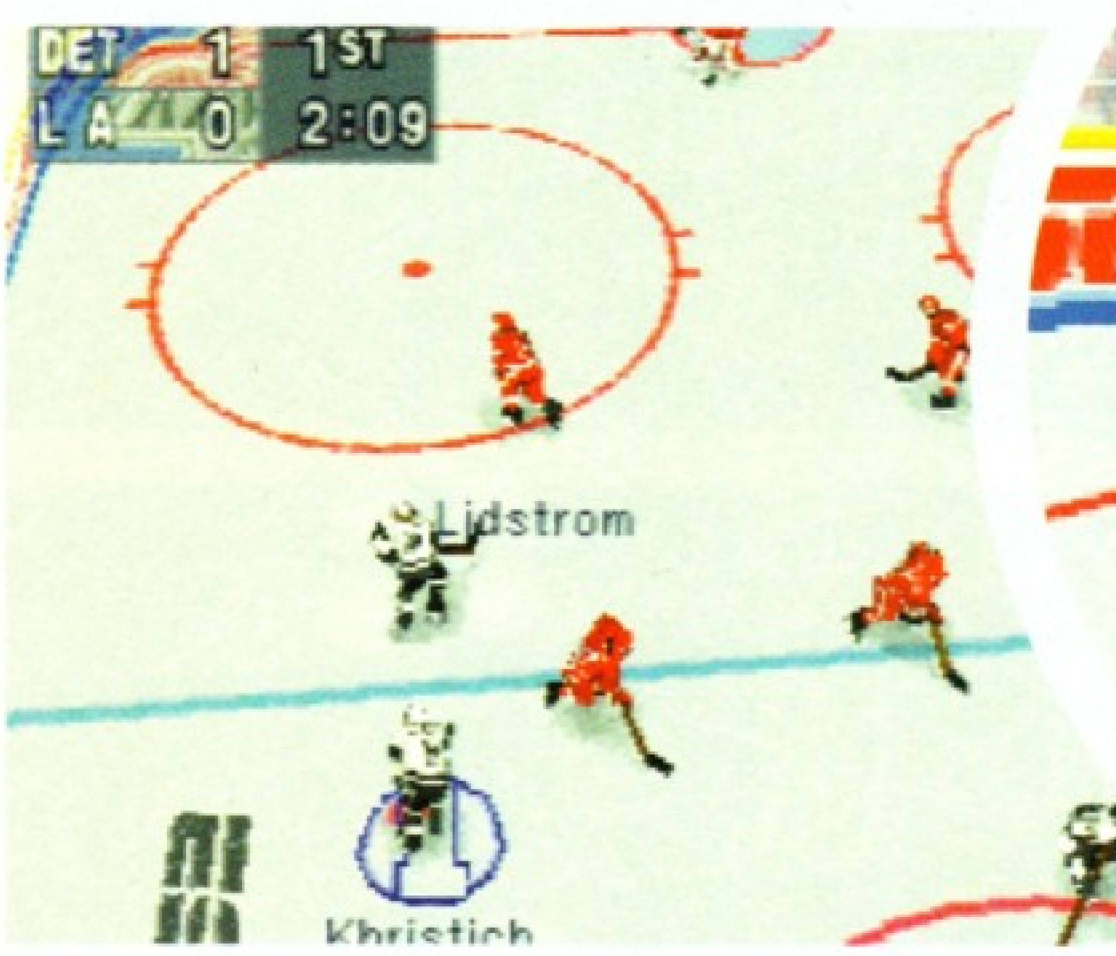
All of the American NHL teams are in there.





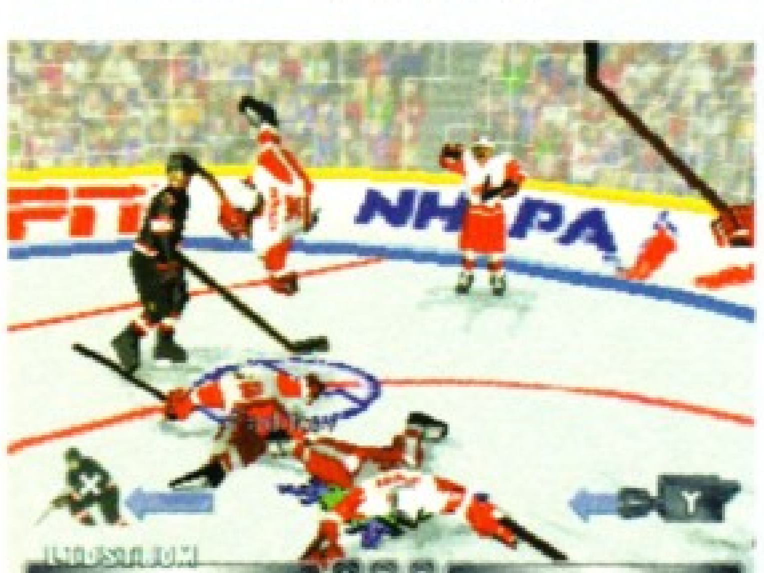








Two of the teams prepare to face off. The ice effect is excellent, right down to the admirable shine.



All of those illicit techniques involving barging and so on can be used in matches.





BY	EMPIRE
STYLE	PINBALL
RELEASE	JUNE

The revival of rock opera Tommy could see a resurgence in the popularity of 70s arcade staple pinball. Let's hope it doesn't mark an upturn for rock operas in general though. They're crap.

Blimey, isn't the future exciting? One day we'll all inhabit run-down chaotic cities run by corrupt governments and organised criminals. Instead of regular jobs working in McDonalds or gutting fish we'll all have to survive on the very margins of society, dealing in stolen data and cyber-weaponry. No more going down to the shops for us in the year 2044 AD. Instead we'll hop on to an outsized motorbike and shoot the police as we bomb down to meet our shadowy contact who'll supply us with twenty Bennies, a box of matches and a Pot Noodle. And computer games will be so ultra-realistic they'll be indistinguishable from real life, just like Pro Pinball – The Web.

Right now, of course, Pro Pinball just looks like any common or garden super-detailed 3D pinball

> "The plot of The Web concerns a ruthless cyber-future where you, the ball, struggle against the forces of fate to survive. Cowabunga!"

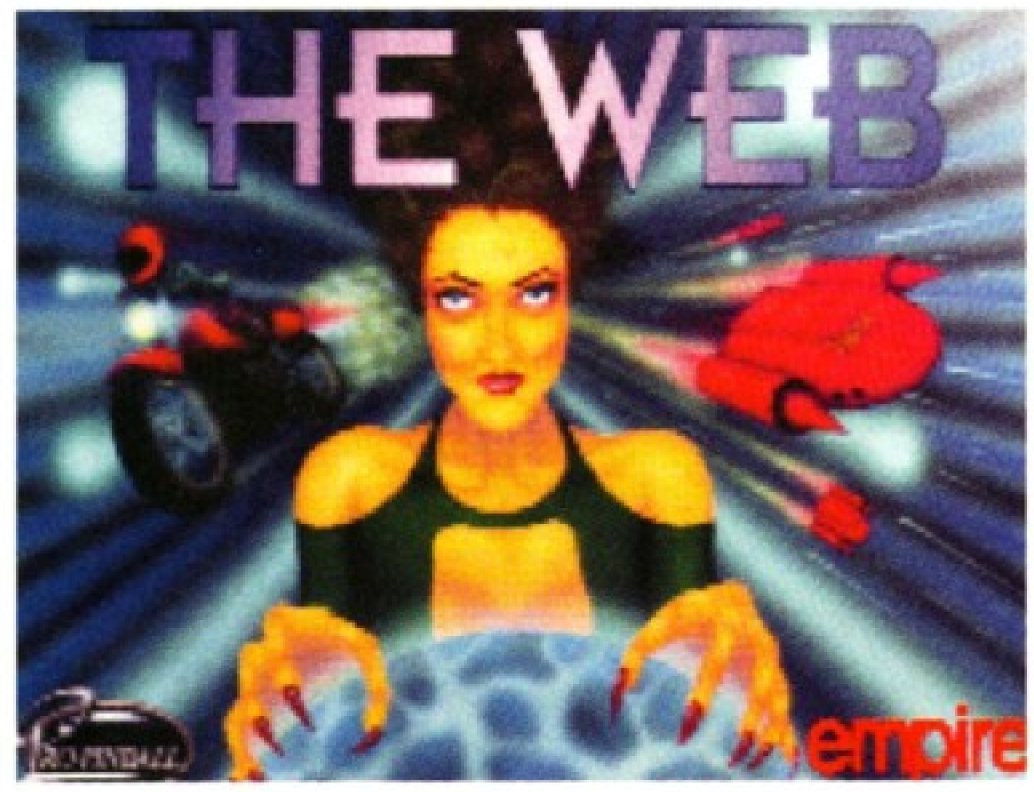
sim – but in the future, when it all comes true, people will be amazed by how much like their own fraught lives the events depicted in Pro Pinball are.

For the plot of The Web (insofar as pinball games are allowed plots) concerns a ruthless cyber-future where you, the ball, struggle against the forces of fate (ie bonus ramps and dot matrix games) to survive. Pro Pinball reflects the futility of such a struggle with its scoring system – no matter how many points you get you lose all your lives in the end.

But in this unenlightened dark age people are still more interested in what the mechanics of a game are like than how sharply it reflects the society which created it. So we'd better take some time to explain the rudiments of the title. Basically, Pro Pinball is, as the name may have given away, a pinball game. But it's no ordinary pinball game, oh by crikey no, it's a pinball simulator. This means that instead of boring old 2D sprite graphics and a scrolling table, it's a beautifully engineered three-dimensional pinball table which is all texture mapped and everything. Because it's a 3D model, it also means you can take your pick from a number of different table views, to suit your playing mood. If you'd like to see close-up so you can read all the bonuses and stuff you're perfectly welcome to. If you'd like a further out, more acute (or flatter) angle of perception, you're equally well catered for. Heck, it's depth even shows in the reflections on your steely ball, that's how finely crafted it is.

As if that isn't enough Pro Pinball is equipped, just like any decent modern pin table, with a dot matrix display in the backboard. An extension of the familiar dot matrix scoreboards of yestermonth, these new fangled inventions also display one-colour graphics in their grid-like folds. Not only does this give you graphical incentive and representation of the various sub-games (knock down drop targets to destroy enemies and so forth), it also gives rise to rudimentary mini-games using the left and right flippers to aim guns (or whatever) as the ball takes a well-earned rest.

The screenshots in this preview attest to the quality of Pro Pinballs visuals, and the title caused a minor stir upon its PC release last year. However, it's a wee smidge too early to judge how it's going to play. There's only one table, which is unusual for computer pinball tables these days, but it's obviously taken a lot of work to produce. Only time, and our review next month, will tell whether Pro Pinball is ace or not. But given that we're feeling charitable, let's hope it is.

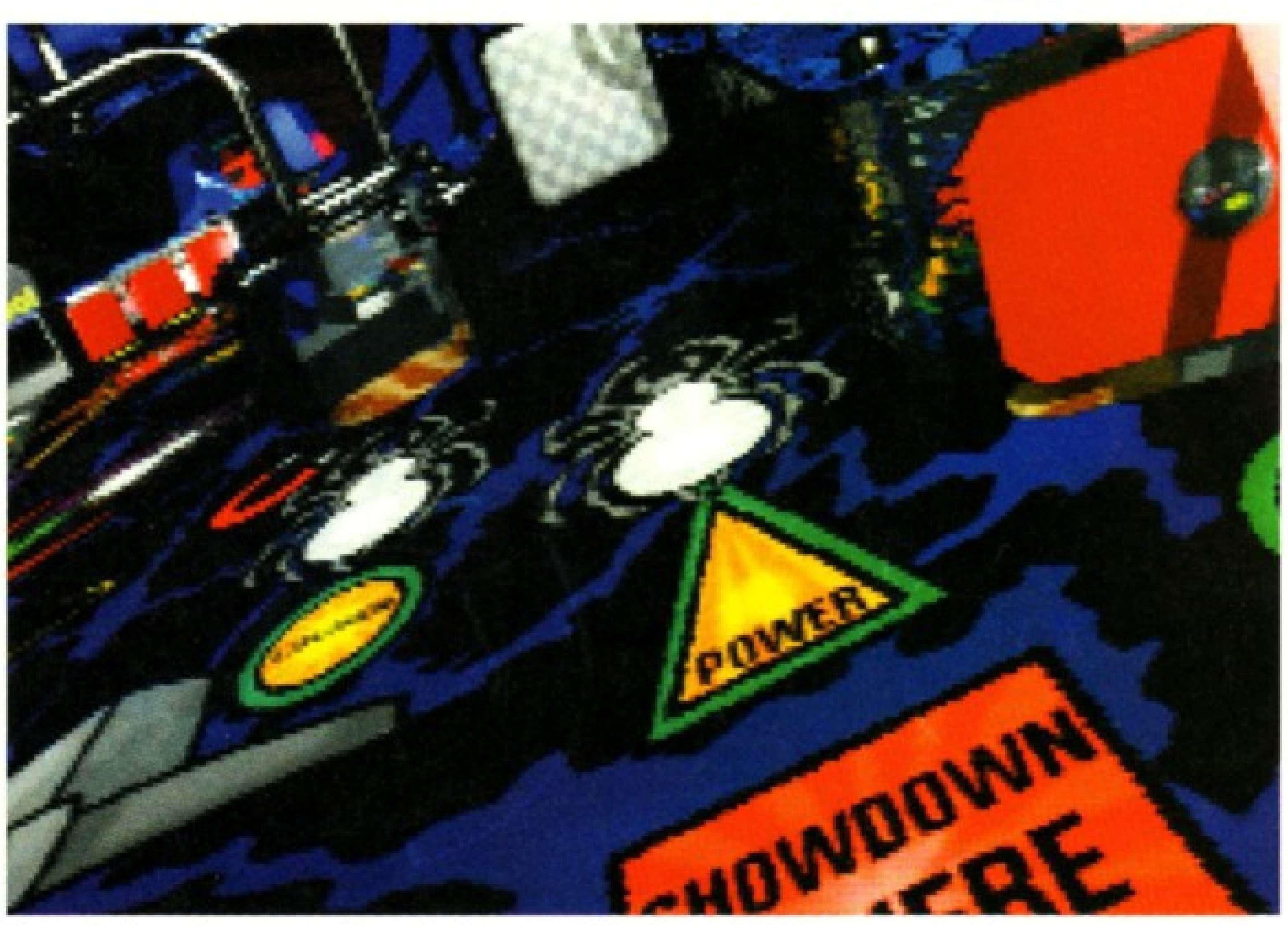


This is a scary woman from the future. She's got the power of the Internet in her hands. Quake, mortal! Actually, she looks just like someone we used to work with who Rob fancied.









Lots of these shots come from the in-game slideshow which demonstrates the many aspects of the table. Otherwise all the pictures would look almost exactly the same and you'd get bored.



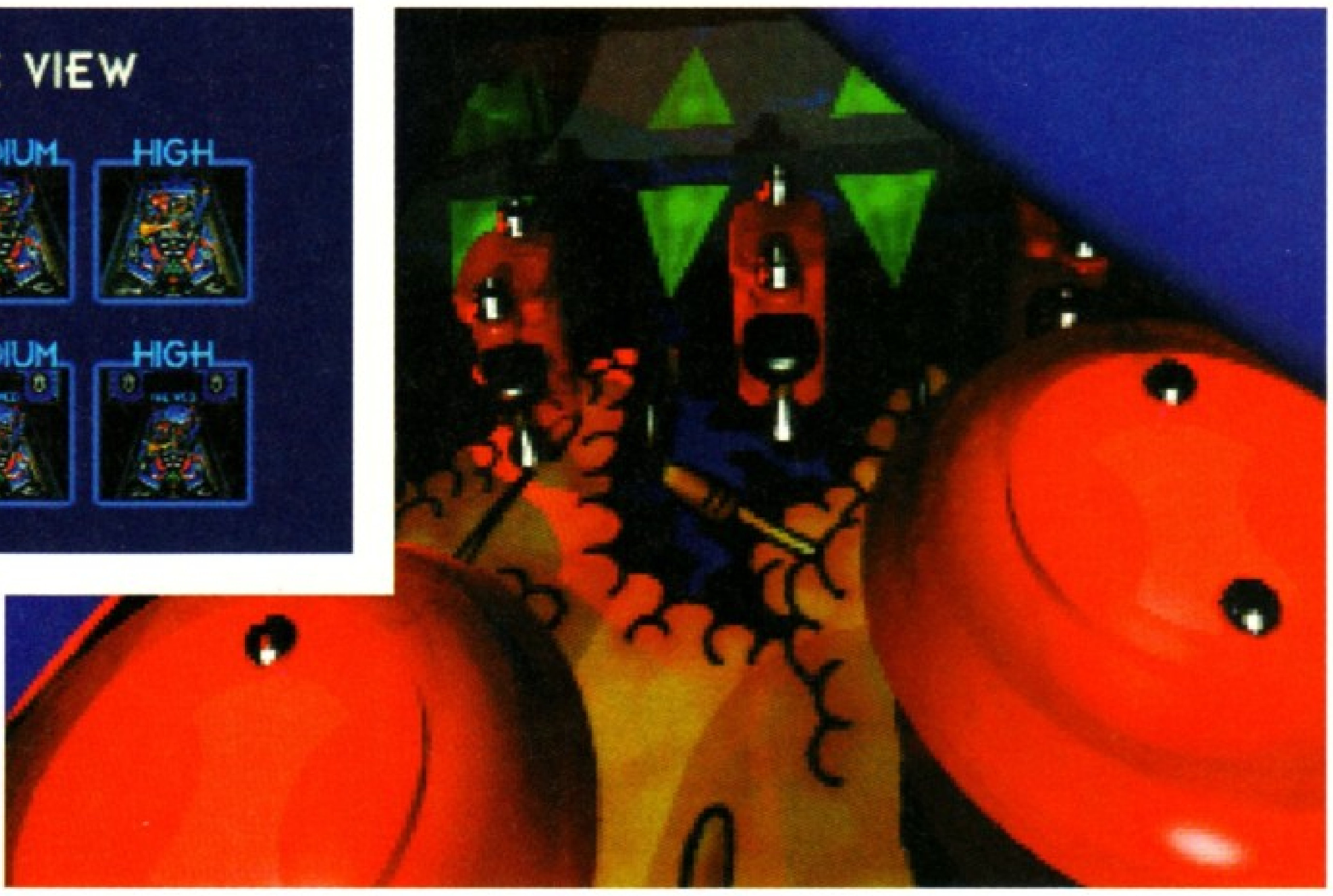


Pro Pinball the web

You'll need balls of steel to play this









Yes. Light power. Hmmm. Very interesting. From the darkness. Comes light power. Well done chaps. Yes.











This is the table itself in all its glory. As you can see, it looks lovely. But it doesn't scroll or anything so it makes dull screenshots. It looks better in real life, honest.

PIN THE CITY

The music for Pro Pinball may be of interest to fans of ageing punk bands. It was in fact written by Bruce Foxton (ex-The Jam) and Jake Burns (ex-Stiff Little Fingers). Both are avid games players who hope they have "freed one more game from the tyranny of the Spectrum style beep beep beep" (yes, they really did say that). Paul Weller was sadly unavailable for comment.



And of course, the game is called The Web, so you've got to have spiders.



Ooh! It's a scary spider! Spiders still exist in the future, because they're radioactive proof.

letters

Nothing could be finer than to be in Carolina. Except perhaps for writing in to the SATURN MAG mailbag, which is a very fine thing indeed. So avoid those pesky air travel expenses to one of the over-rated United States and just spend 28 pence on sending your thoughts to us. Our address is IT'S THE MOST WHEN YOU'RE POST... YEAH! LETTERS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Letters intended for inclusion in the next issue should arrive no later than about teatime someday.

I'M NOT ON THE THIEVE, SHOPKEEPING MAN

DEAR SEGA SATURN

I wish to make a stand against software outlets not refunding/exchanging software that has HONESTLY been bought mistakenly. I know the law (having had years of retail experience) but the discretion of the people in charge of these outlets is, in my opinion, being made unfair on honest people.

I purchased (rather stupidly and before consulting your magazine) Virtua Racing for the Saturn, for a friend, from an outlet in Cambridge, and when I rang to inform them I had bought a duplicate copy they told me I had to show them *both* copies of the game to prove it was a duplicate gift situation. To me this was outrageous! I was expected to get possession of a game that wasn't legally mine and take it to them as proof that I had indeed bought two copies of the same game. I had a till receipt AND a credit card receipt but this alone was not enough.

Software is a dangerous choice of business but these stockists know the danger before opening their stores. Surely, if I have given a store *my* money and wish to exchange what *I* had bought (therefore NOT wanting any payment in return) and only wanted an *exchange*, this is bad business and NOT SATISFYING THE CUSTOMER. I would be interested in hearing any other examples of bad service regarding software (especially if they do not offer play-before-you-buy facilities) as these establishments should be avoided by us honest software purchasers.

M Pilsworth, Cambridge

One of the dubious advantages of owning an independent retailers is that you don't have a nationwide reputation to consider, so you can just about make up the rules for your customers as you go along. Plus competition in the games market isn't so fierce as with, say, records. However, this doesn't excuse shopkeepers from acting like retail Nazis. If you receive this sort of treatment from a shop in your area, call the police and have them arrested.



HAVE A SWINGING TIME

DEAR SSM,

What the hell is the point in that link-up cable, who the hell is going to have a mate who just happens to have a Saturn and the same game? Thank God there isn't a UK release date, because the only reason I'll buy it is to hang myself.

Print this letter or Jeffry Nasty the psychopathic penis remover and Skull Crusher Henderson will come round to and, well, remove your penis and crush your skull.

Yours faithfully,
Peter Daltry, Prestatyn, Wales

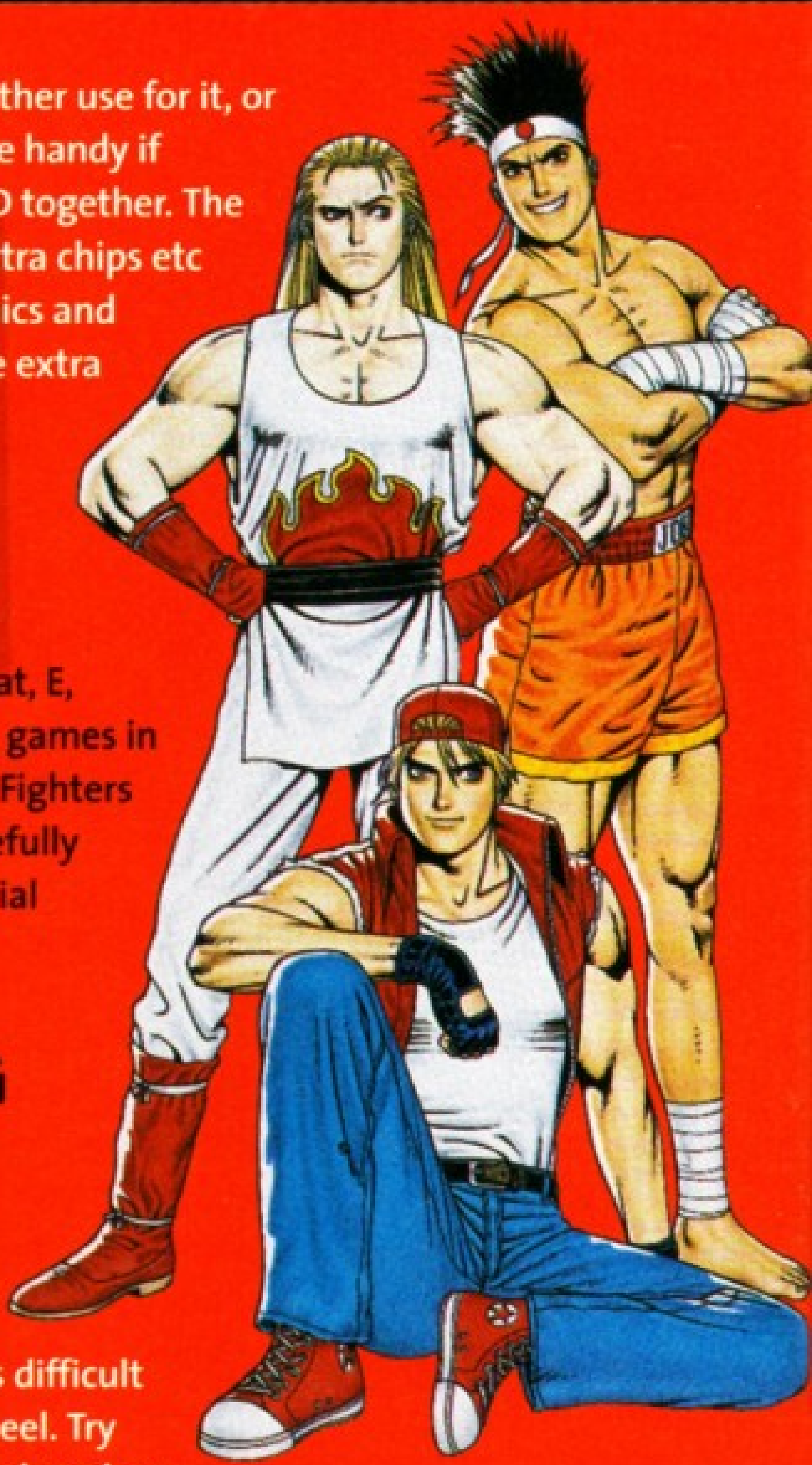
Everyone else in the world will be glad to hear that the link-up cable is scheduled to hit this country this Summer, so you can string yourself up soon enough.

CLAIRVOYANT MAN

DEAR SATURN MAG,

I can't believe that the cart slot in the top of the Saturn is just for memory carts and convertors for imports. I've tried to toast bread in it, but it's too small and doesn't brown well. Can you tell me is there another use for it, or will there ever be a use for it? It would be handy if games could be made with a cart and CD together. The cart would run the game engine with extra chips etc inside and the CD would store the graphics and sound info. The games might cost a little extra but it would be something to compete against the Nintendo 64 until Sega get their own 64-BIT machine out.

Eddie Windsor, Hyde Park, London.



Well it's funny you should say that, E, because there *are* CD + cartridge games in the pipeline. The first of these is King of Fighters '95, with more SNK titles to follow. Hopefully they should increase the Saturn's potential without increasing the costs too much.

I'VE NO STEERING WHEEL

DEAR SEGA SATURN MAG,

In issue 5 you have tips on how to drive in Sega Rally properly. I do not think these tips are going to work as it is difficult to race Sega Rally without a steering wheel. Try using a joypad with the D-pad button and see how well you do. You say the times for the Time Attack comp are not as good as you expected. The majority of people cannot afford to buy a steering wheel so they will be using a joypad which is not so easy to control. You try using a D-pad, then come back to me and tell me how good Sega Rally is. I enjoy Rally but it is very difficult with the D-pad, I have not got a steering wheel. I recently tested the new Saturn F1 game, that is almost impossible to drive with the D-pad. These games cannot be used to their potential without a steering wheel so why are Sega making these games for steering wheel use, steering wheels are so scarce. The games should be made for both systems. The old F1 on Megadrive and the Senna game were easier to drive with the D-pad.

M Livingstone, Croydon, Surrey.

For the record, we here at SATURN MAG review *all* games using regular joypads, because that's what the majority of gamers use. Rally is nowhere even approaching impossible to control with a D-pad, unless your controller is broken. In fact we doubt if using the Arcade Racer makes any real difference to the quality of the game.

I'VE A STEERING WHEEL

DEAR SEGA SATURN MAGAZINE,

I have noticed over the last few issues of your respected mag that a number of people have written in asking if the Arcade Racer steering wheel is worth purchasing. I would like to tell them categorically that it is. It's great when playing Daytona, but plug it in when playing Sega Rally and it's incredible, hats off to Sega.

Andrew Webber, Exwick, Exeter.

Oh bugger.

RETIRED COLONEL WRITES

DEAR SIR,

I have always considered the Sega products to be very good and I own a Sega Megadrive, A Sega Mega CD and a Sega 32X.

I recently bought a Sega Saturn system and have some games for it. Well done Sega for "Hang On Tight" GP motorbike game. It took a bit of practice, but well worth it. So far I've completed the GP Time Trials and all the cups. I love that extra "moon bike" (it looks that way), also completed Endurance 1st place every track only to find if you press Start you can play Mirror Mode! Some people just don't know when to stop! And I'm glad. I wonder if there's anything else? I'll have to wait and see. Please try and do another GP. I hope so, "Hang On Tight" GP had me sitting on the edge of my chair and gave me panic attacks! It's fast, it's fun, it's wicked and I had to keep playing until I did it.

I can't make up my mind if it's seagulls or UFOs on the replay – please tell me.

Thank you all very much for your GP motor bike game.

I may add I have getting on for 150 Megadrive games apart from the other Sega Systems.

I am, sir, yours truly,
(Mr) D M Thorne, Barnstaple.



Dm Thorne likes "Hang on Tight: GP racer. But he's mad! He is! Read his letter to prove we're not lying!

You should try it with the Arcade Racer.

WHY I'M A RENT BOY (HA HA)

DEAR SATURN MAGAZINE,

Does anyone else think the same as I do when concerned with Team 17's Worms? Having now experienced the game by hiring it from a local videogame rental store, it occurred to me that it is in fact just an updated version of a game called Gorilla (a PC QBasic game that was bundled with MS DOS years ago) where two apes stand upon randomly sized skyscrapers and lob explosive bananas at each other after specifying angle and velocity. What an incredible coincidence! Luckily I was able to, as it were, try before I buy and found that, although Worms is a reasonable game I'm loathe to part with £40 for it – although I wouldn't hesitate in hiring it again as I did particularly enjoy the humour. I trust the integrity of all your reviews and eagerly await every publication (keep up the good work – yours is the best Sega magazine around!), but it's for the "lesser" releases that score under 80% or thereabouts that I find myself hiring games because...

1 It stops me getting bored with the few I do own (God forbid!)

2 Some of the rentals are amusing in their own little way (Myst/WS Baseball)

3 I learn to avoid the turkeys (J Bazookatone for instance... not hiring again!)

Lastly, £5.99 was well worth the asking price for the issue 3 demo disc. I hope to see a few more demo discs heading our way for, as I've indicated, I much prefer to see and test something before I shell out my hard-earned pennies. Hence I rushed straight out and bought Rally on its release!

Thanks to all at SSM from
Nathan Smith, Bury St Edmunds, Suffolk.

Well that's that settled then.



The is not "Hang on Tight" GP Racer. Oh no. It's much better than that.

NICE TRY

DEAR SATURN MAG,

Why doesn't Sega bring out some of their bigger 32X titles on 32XCD instead? This would surely encourage people with 32Xs to buy a Mega CD, and people with Mega CDs to buy a 32X. Sega would sell heaps more of both machines; CDs would be cheaper to manufacture than cartridges; the games would be of higher quality and everyone would be happy. Or are Sega perhaps afraid that a 32XCD version of Virtua Fighter 2, for example, might be a little too close to (or maybe better than) the Saturn version?

PS Regarding your Nov '95 issue: Your preview video *was* "available overseas, sorry" – and I liked it, thank you.

Ryan Anderson, Armidale, NSW, Australia

Actually, what would happen is that Sega'd be bankrupted by producing expensive games which no-one would buy. If you're that interested in Next generation playing you'll buy a Saturn, given that the 32XCD just doesn't have the custom hardware or storage capacity of the dedicated 32-BIT machine. Still, nice thought though.

HELLO! I'M WRONG!

DEAR SSM,

I am writing to you about three things. Firstly is it true that AM3 won't be converting Manx TT to the Saturn because there aren't enough tracks? If so why don't they just use tracks from Daytona or Sega Rally, also if you complete the tracks in a certain time, you can select Sonic to race with.

Secondly what percentage complete is the Saturn version of Doom and will it have a two-player link-up mode?

Thirdly, why don't Sega and Sony make an adaptor for the link-up cables so you can play a two-player link-up game, only with a Saturn and a PlayStation linked up.

Fourthly [D'oh! – SSM], in the Sonic fighting game (Saturn version), how about if you complete it on a certain setting eg EASY you get to play Sonic 1, MEDIUM, Sonic 2, HARD, Sonic 3 and EXPERT, Sonic & Knuckles.

Sorry about going on a bit, I am a devoted reader of your mag and thought I would write something sensible instead of some of the trash you normally receive AND print.

Andre Hunteer, Grandgorme, N Ireland.

Next time you want to write something sensible, try reading your letter before sending it in. Of course, the only piece of hardware needed to allow PlayStation and Saturn games, coded completely differently for utterly separate chip architectures, is a bit of wire to join their link-up cables together. Brilliant! Why didn't we think of that! And why not spend about three hundred years re-programming all the Sonic games to make extra bonuses for a beat 'em up! Of course! God Andre, you're a genius.

LET ME TAKE YOU BY THE HAND AND LEAD YOU THROUGH THE STREETS OF RAGE

DEAR SSM,

I have never written to a magazine before, but your mag is just so brilliant, oh hell yes, it's miles better than other mags which are so pants. Now then, the reason I am writing to you is because I've had an idea, I wonder if Sega would give Sonic the Hedgehog with Attitude and the hard dudes from the Streets of Rage games a remix for the mighty Saturn. You see, Sega could bring out compilations of the previous Sonic and Streets of Rage games and then a whole new game slapped on as well with juicy 3D graphics, new characters, wicked music and hilarious sound FX, and cheats to play hidden characters, bosses and old characters eg Adam, what happened to him?

Oh and don't forget the FMV sequences and sound tests.

Now I know that this project would cost, but it would be worth it as it would shift a whole heap of Saturns not to mention millions of copies of the software itself.

Sonic the Hedgehog and Streets of Rage games are classics, and always will be classics [Which is the definition of classic, really – SSM].

So could you ask the mighty ones at Sega HQ for their opinion, because I'm sure that there's millions of gamesters young and old who may think this idea is excellent.

Yours faithfully,
Jonathan Germaine, Bramley Great Place, Leeds, W Yorks.

We're sure Sega would love to comment on what's a pretty popular subject around SATURN MAG. But our mate Mark was out of the office when we rang to ask him, so you'll have to wait until next month when he'll be back.

Q&A

Great philosophers through the ages agree that questions are far more important than answers. Wisest is s/he who knows that they do not know. Well, we're not all that wise so we've got plenty of answers to your questions, large and small. This month Sega's very own Mark Maslowicz, the guru on what goes down in Sega Europe, does the answering. Keep up the questioning and send them to THE BIG WHY, Q AND A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MK3 FANATIC

DEAR SSM,

Please could you answer my questions.

1. When will Ultimate mortal Kombat 3 be released on the Saturn and will you do a brilliant players guide?
2. Are these games coming out on the Saturn: Doom 2, Marvel Super Heroes, Resident Evil, Syndicate Wars and Virtua Cop 2.
3. Can the Saturn handle transparent polygons because on WipEout the shields are crap.
4. Will Virtua Fighter 3 be released on the Saturn and do you think it could handle a decent conversion?
5. Can you be Noob Saibot and the original Smoke in Saturn MK3?
6. How do you do Lui's 13 hit combo as the largest I can do is a six hit?
7. Your first cover disk was brilliant. What games will you put on your next one?

(Name and address not supplied. Tut tut.)

1 June. No doubt we will. 2 Give Doom a chance first! Not sure. No. Yes. Yes. 3 Programmers are already finding ways around the current problem. 4 No news as yet, not even in the arcades. 5 No and no. 6 We're not telling. 7 Undecided as yet.



Get ready for the superb Euro '96. You want to know something about it? Check out our showcase and review.

J'ADORE LE FOOTBALL

DEAR SATURN MAG,

Please will you answer my questions. Thanks.

1. Which football game looks most impressive on the Saturn?
2. Should I buy WipEout or wait for Manx TT?
3. Are there any tennis games planned for the Saturn?
4. Should I buy Ultimate MK3 or X-Men?
5. When will Scorcher be released?
6. Please put these games in order: Euro '96, WipEout, Magic Carpet and Ultimate MK3.

Thanks for your help and keep up the good work on the mag.

Gareth Iacobucci, Ipswich, Suffolk.

1 Euro '96. 2 WipEout — Manx TT won't be out until at least Xmas. 3 Yes. 4 X-Men. 5 Ask GT. We don't know. 6 Euro '96, Ultimate MK3, WipEout, Magic Carpet.

A BIG QUESTION

HELLO SSM

Please could you answer this one big question.

1. My friend buys a different magazine to me (C&VG) and he tells me that on the Saturn machine there's a hidden game. All you have to do is play either Daytona (which I've got and love), Clockwork Knight or Victory Goal on the Saturn C/D screen all the way through, moving the music pitch left and right every five seconds. I did this twice taking 39 minutes each time and nothing happened. Is this true? And if so, could you print an idiot guide to do it because I can't get it to work. It's meant to be a space shooting game.

Thankyou SSM.

Dazza Price, Kettering, Northants.



I'm afraid you've been had Dazza. It was an April Fool.

DAYTONUT

DEAR SEGA SATURN MAG

1. Please tell me, is it true that Daytona is going to be 'remixed' as it says in Saturn+, the unofficial mag? I will only believe this if it is in your official mag. So please tell me I beg you. Is Daytona going to be remixed so it looks as good as Sega Rally, full screen, no clipping? Please tell me if it's true or not. If so, when will it be available to buy? Are Sega doing the right thing at last. they will be fools not to. Please tell me. Please print a statement saying whether or not Daytona is going to get a second chance. Please Please Please. Tell me.

Chris, Scarborough.

There have been many requests for a new Daytona and it is being considered but as yet there is no official announcement. We'll keep you posted.

TECHNO HEAD

DEAR SEGA SATURN MAGAZINE

I have a few questions to ask.

1. Will Sega be bringing an art package out for the Saturn because I think it has good potential for this?
2. My friend says the PlayStation has a better sound chip than the Saturn. Is this true?
3. Will Sega be bringing out a music pack for the Saturn where you can construct your own tunes eg. Techno, Classical etc.
4. If I get the words Sega Saturn tatooed on my arse cheeks and go into the pub and show everyone, would you give me £2000.

Neil Hughes, Rugby, Warwickshire.

1 Unlikely. 2 No, the Saturn's sound chip is significantly better. 3 Unlikely. 4 We'll give you 20p and a pack of crisps.

THE LOVER

DEAR SEGA SATURN MAG

Your mag is ace and I love you all. Please, please, please answer my questions.

1. I've been looking for a copy of X-Men everywhere and I can't find it. Is it actually out yet? If it is, where's my best chance of getting hold of a copy?
2. I saw all that WipEout gear in your last issue and I was wondering where I might be able to get hold of one of the T-shirts?
3. I've noticed that the PlayStation has been treated to lots of old classics on CD like Namco's museum and Williams' collection. Is there anything similar intended for the Saturn?
4. In the last issue you showcased King of Fighters and explained that it comes with an extra cartridge. Does that mean that there could be games coming out that are even better like for instance, a cartridge that stores more polygon information? You could have an amazing Sonic game with that extra memory surely!

Pete Kenner, Kirby Beedon, Norfolk.

1 April 12th is the date we've got. 2 Read the magazine dear boy! 3 Yes - there are plans to release Outrun, Space Harrier and Afterburner to name but three. Whether these will be released individually or together is yet to be decided. 4 No plans at the moment but who knows.

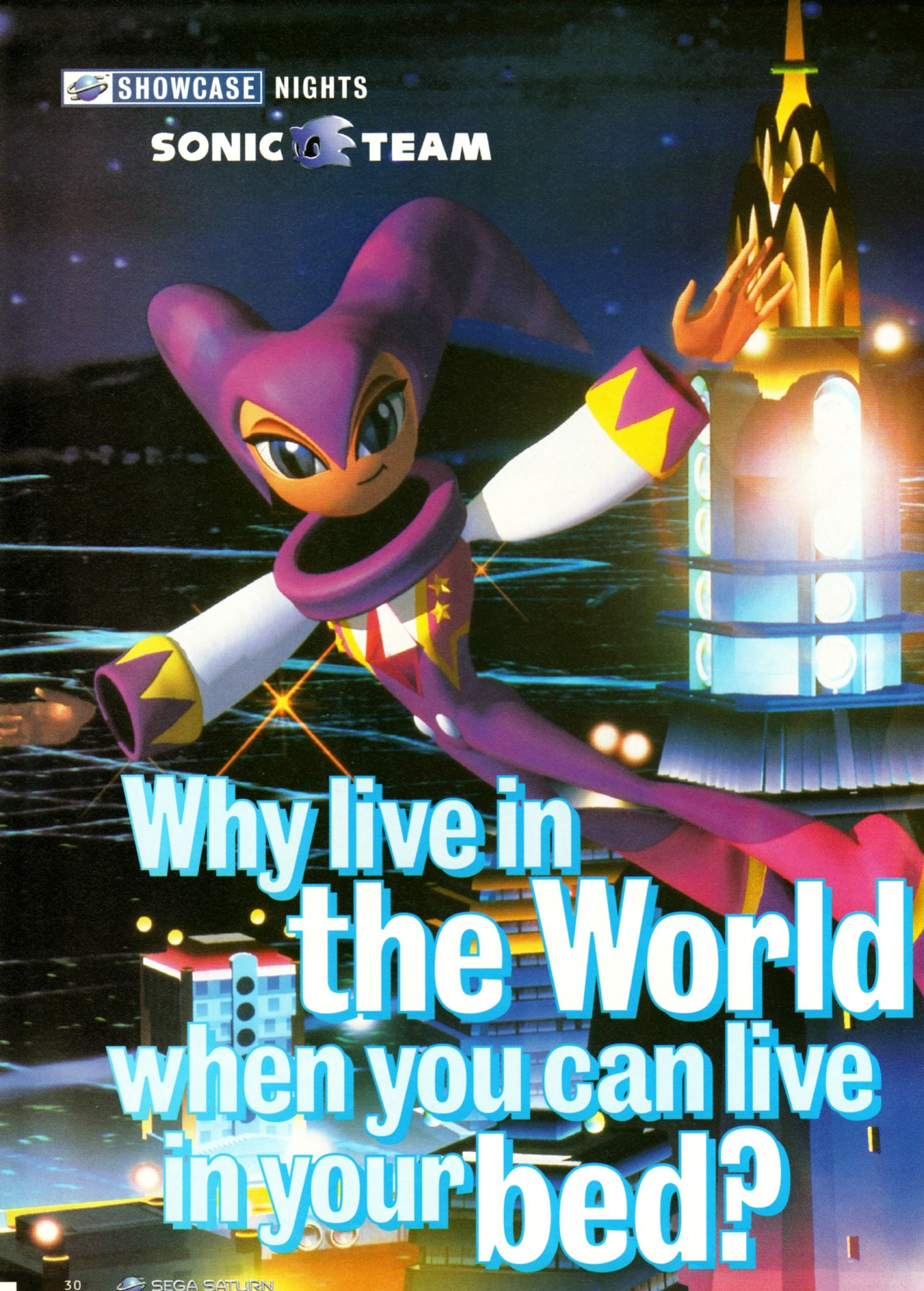


Welcome back to the old school! Alright mister!





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SEGA SATURN
CAPCOM


SONIC TEAM
Why live in the World when you can live in your bed?

Things have been a bit quiet from old Team Sonic for the last year or so. In fact, about the last eighteen months. So what have they been up to, apart from loafing around doing jack at Sega's expense? Well, as RAD discovered, it just so happens they've been busy preparing one of the best games you've ever seen in your life.

THE STORY SO FAR...

As my esteemed (and oft irritated) colleagues are well aware, I like my sleep. So obviously any game which allows me to indulge my two favourite pastimes (games and sleep) during work hours in the name of research is alright by me. But like a small child eagerly awaiting Christmas morn I find myself unable to reach the land of Nod because of the gut-busting anticipation brought on by playing an early version of Nights, the first Saturn outing for the most famous developers without the prefix AM in Sega, Team Sonic.

The people responsible for the games which launched consoles into the big time. That's right, Bubsy the Bobcat 1&2. Oh all right, not really, as you may be able to guess by their name they're the creators of Sonic (or Mr Needlemouse as he originally known – and that's a fact). And now Sega have charged them with the task of repeating this performance on Saturn. If any game can repeat Sonic's track record, this must be it – Team Sonic's quest to re-create the feeling of flight experienced in dreams and in space.

Nights is set in the world of dreams. Not dreams themselves, or the all the levels would keep changing location all the time and you'd never be able to tell what's going on. And just as you were about to complete it you'd wake up. No, Nights is set in the actual plane of dreams, called the Night Dimension. According to Team Sonic's thinking, this is a dimension which exists close to our corporeal three-dimensional environment. It has, they say, no set shape. Sega are taking their tip from German psychopathologist Freidrich Holtz's text "Traum", which states that the Night Dimension is shaped by the constantly shifting input of the collective human conscious (or unconscious, as it would be) present. I'm not making this up. The basic upshot of all this gubbins is a place known as Nightopia, land of lovely dreams where the young Audrey Hepburn comes round to your house with a big bag of sweets, and its antithesis, Nightmare, which is where she turns into Sam Hickman and rips your head off. And it is within these realms that the events of Nights take place. >>







>> Now it might sound like you need a PhD in Hippy to even understand what's going on in Nights, but don't worry, it's actually no more complex than working out the Badnik politics of the Green Hill Zone. Just to make things easier, now's the time to introduce the main characters of Nights – Elliot and Claris. Elliot, the young hipster basketball champ of Twin Seeds town, has a bit of trouble with bullying at school, which is leading to the nightmares which plague many a young life. Similarly REM-disturbed is his townmate Claris, also 15 years of age, who's absolutely bricking her kecks about an upcoming final audition for the local musical she's itching to star in. They're spending a lot of time in nightmare, and so can't help but get caught up in the evil plots afoot in the territory of the evil Wiseman, Lord of Nightmare.

Wiseman was created, by whom is not our question to ask, to destroy Nightopia, and the fragile balance between the positive and negative ensures the sanity of unconsciousness (it says here). Nightmares are, apparently, designed to force us to face up to our fears, improving us as people and giving us courage. But that's not what Nightmareans think, oh no, they just want to stomp all over the pretty flower beds of our nice dreams and make sleeping a hazardous pastime. And because Nightopians, the nice inhabitants of Nightopia, exist only to have fun and make us happy they're defenceless against the tooth-and-claw approach of Wiseman.





Luckily there's an inevitable weird twist in the "logic" of dreams. Wiseman created, on a slow day, a super-powered demon known as Nights. But Nights, unlike other Nightmareans, loves freedom and refuses to be enslaved by anyone. This angered Wiseman so much he had nights imprisoned in the void between the dream worlds – a bit like General Zod being trapped in the Phantom Zone in Superman 2. There is a way for Nights to escape, but for that he needs Claris and Elliot's help. You see, and bear with us because it's some more mystical twaddle, dreams are created by the use of five Ideya of various colours, which reflect our consciousness. These Ideya things embody aspects of our personalities, such as intelligence and hope. They appear in Nightopia as glowing balls of light (although we can't see them), and it would seem visitors to Nightopia in possession of all five are a bit thin on the ether. This is all Wisemans doing of course – he's stealing the red Ideya so we don't have the bravery to confront our nightmares, and thus he can overrun Nightopia in a trice. But he's reckoned without the two troubled teens, who although they don't know this yet, possess tiny, weak red Ideya. So he'll cut them a deal. If they work to free their Ideya he'll help them defeat Wiseman and earn his freedom. Whereupon we'll never be troubled by a bad dream again and I'll spend the rest of my life asleep because it'll be loads better than going to work. Simple, eh?









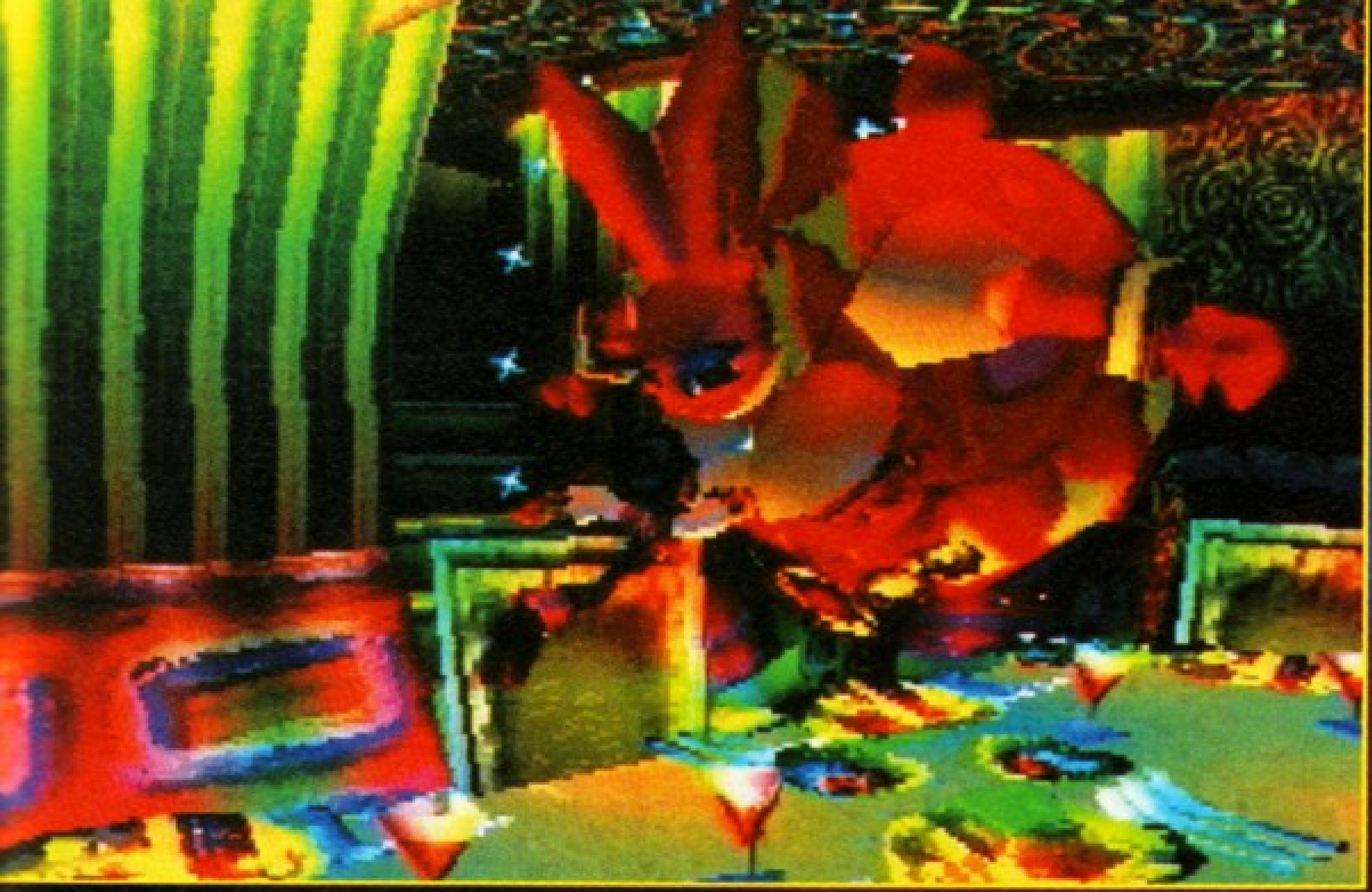




When you control the Nights character, it feels almost exactly the same as flying in a real dream. And yes, all of these screenshots are in-game graphics. And yes, you can fly anywhere you want in the level.

IT FEELS SO COOL

In Nights, like Sonic, it's the abilities of the primo character that gives the game its distinct style and feel. It's kind of weird describing how Nights feels to play – the closest verbal depiction I've heard from anyone is that it's like a cross between Sonic and Ecco. Nights moves quickly and with great fluidity through the air, twisting and looping in rapid but extremely smooth response to the joypad commands. All sorts of aerobatics are possible, especially when nights makes use of his environment, swinging on trees to fly out of the screen (but not actually *out* of the screen – that'd be magic), or parallel bars to swing through multiple loops. The attack system has also been built in beautifully – making this one of the most instinctive control methods I've ever encountered, but also one of the most versatile.



HERE COMES THE SUN (DOOP DOO DOO)

Having no energy bar, only one thing can stand in the way of Nights' conquest of the Nightmareans – daybreak. Once the sun starts a-shinin' through his young aide's window they'll wake up and leave the dream world, unless they try very hard to stay asleep. Nights reproduces this effect by having the crack of dawn, a thin stream of light, follow your character around each level. As time marches on the stream widens and speeds up, making it harder and harder to avoid. More fun than a time limit for sure, but not as forgiving either.



When you turn back into either character, you'll be bound to the ground and will have to crawl and walk to pick up neon orbs.



The end of level boss! This is actually programmed into the game at the moment and is absolutely amazing!



With this special bonus, Nights can fly around all the bonuses and pick them up at once.







HOW IT'S PLAYED

There's a procedure to playing Nights which could easily sound as complicated as the plot. Well it isn't, but we'll try and make it as simple for you as possible.

STEP 1

Choose your character, Elliot or Claris. Girls might feel more at home picking Claris, although perhaps the lads might benefit empathically from playing the girl and walking a mile in her shoes. This might not sound important, but each character has a bunch of levels specific to them, so your choice of sleeper has a very real outcome on the game.

STEP 2

Follow the arrow to Nights' prison. Hop right into the prison, and meld with Nights to receive full flying power and complete freedom of the level. Now whizz off into the distance to retrieve all the ideyas and fight all of the childrens' nightmares!

STEP 3

Use Nights to collect little power orbs. Not exactly sure what these are yet, but they're important. Once you've nabbed a load of them, head to the floating green balloon platform, in which an Ideya is imprisoned. Jump onto it and, providing you've got enough power orbs, the ideya is released.

STEP 4

Use Nights to defeat the boss whose lair you're transported to automatically once all five Ideya have been collected. The nightmare is over. Move on to the next nightmare and repeat steps 1-4.















Confused as to how Nights actually works? Well look at the screenshot on the right and imagine Nights swinging around to fly through the loop at the front of the screen. Then whizzing off to the tower in the distance.





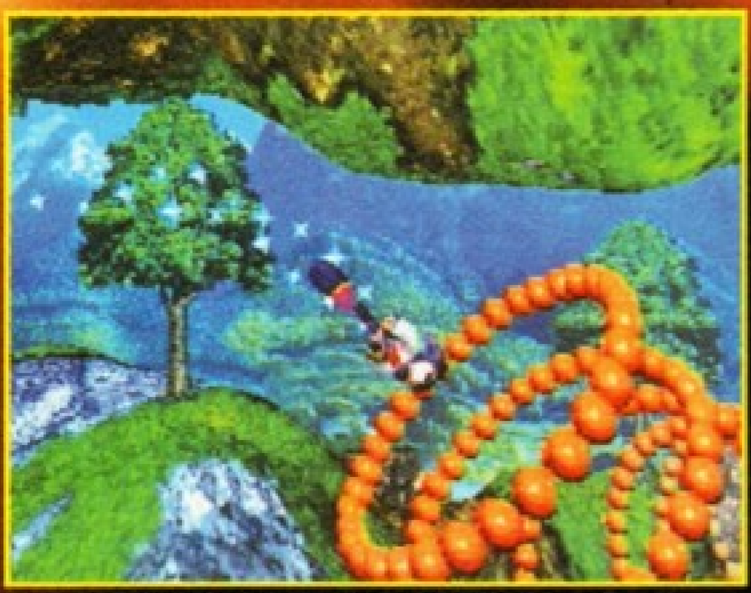
STAR WARS

Nights, funky Nightopian/Nightmarean hybrid that he is, has a groovy trail of stars following his every move. These aren't just for decoration, like the sleepy equivalent of front spoilers or furry dice, they're actually a deadly weapon. The stars themselves, in the manner of fertiliser and sand, are harmless – but put them together and it's bango. Should Nights wish to banish an enemy or collect a large number of items quickly he need only perform a loop, making sure the trail of stars wraps around into a circle. This tears a massive hole in the sky, through which all matter in the vicinity is sucked. These vortices can be as small or (nearly) as big as you like providing you can line up Nights' star-trail in properly. Well it certainly beats bouncing on enemies' heads.





Fly through every single golden hoop that you come across...



Zooming at high speeds is the order of the day in Nights.



As is complete freedom of play combined with awesome graphics.



..To collect bigger bonuses and free all the little children from nightmares!





Those little fellas below are the Nightopians. You don't want to tangle with them.







GET A-LIFE

Nights features another strangitude in the form of the A-LIFE system. This is the programming routine which creates the Nightopians. It means the inhabitants of the world of dreams live and multiply as if they were really alive (although hopefully they multiply in private). By participating in the ecosystem, we're assured the player will be able to create unique life forms, developing and evolving the race of Nightopians as they play. This means you can keep coming back to Nights forever and ever, safe in the knowledge that your pet race will, sea monkey-like, be doing something new and interesting.



PUT ME TO BED

As we've previously mentioned, Nights is pretty much invincible. So you'd think the bosses would be a piece of cake. But this isn't so. Each boss is like a strange new puzzle, with a specific method to their demise. It's up to the player to work this out and then implement the design, which is nowhere near as easy as it sound. It could mean throwing a big fat bouncing ball-woman through a maze of fences, for instance, which I certainly wouldn't like to spend my Saturday doing.











POINTS MAKE SNOOZES

Nights, exciting though the proposition is without any fancy trimmings, is crammed with bonus things. Each stage features assault courses of hoops (of varying sizes), which grant extra points to Nights when he flies through them. Flying through lots in rapid succession racks up Points Combos, which multiply the bonuses lotsfold. There's an acrobatic skill challenge, too, where Nights shows his manoeuvrability in return for points.. There are also very vague scratch versions of a behind-Nights-view bonus level similar to the one from Sonic 3. However, this is in a very early stage of development and it's hard to say what really goes on, although we do know it pops up in the midst of a level and not the end.



This a is actually a huge bouncing woman who looks rather similar to Dr Robotnik.



Chuck her through the walls to get to the next level. Very difficult.

EINE KLEINE NACHTMUSIK

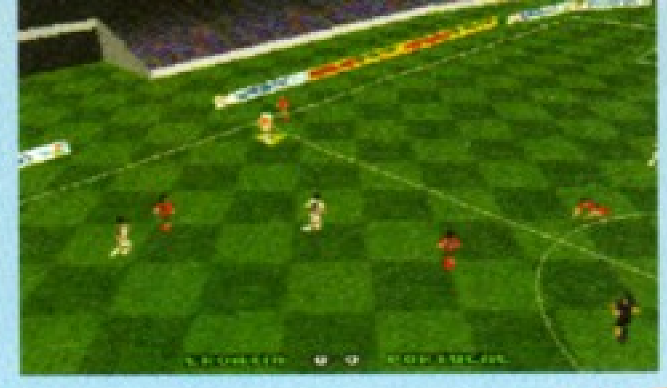
Team Sonic have really gone to town on the sounds for their masterpiece, too. They've tried to convey the diversity of dreams by covering as many bases with the musical genres on offer as possible. Jazz, house, rock, world music, bangin' orchestral tracks and more are already in place. Plus there's a mad system which, like the A-LIFE routine detailed elsewhere, introduces new arrangements and phrases to the tunes each time you play, meaning the music is never the same twice. Blinking heck.















EUROPA EUROPA

It's almost upon us! The biggest sporting event in this country since the 1966 World Cup – Euro '96. On Saturday 8th June the streets will be empty as England, the hosts, begin their challenge by taking on Switzerland at Wembley. Scotland take on Holland a couple of days later. Here we go indeed!

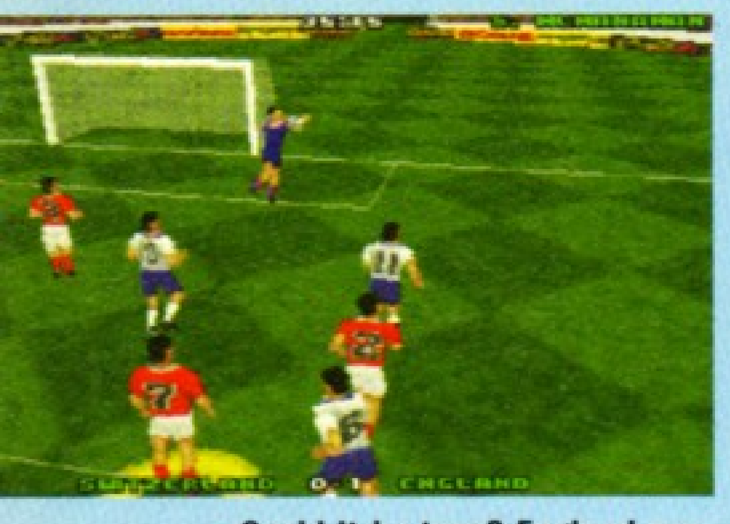


Forget the Olympics. Important and exciting as they may be, the sporting event of the summer is without doubt Euro '96. The logos are already just about everywhere from Coke cans to MacDonalds meals and the TV build up has already started too. All we're waiting for now, apart from the championship itself, is the Euro '96 game. It's just about finished with only a few graphical touches left to be completed. If you saw our showcase in Issue 5 you'll already know all about it, if you didn't then shame on you, but here's a quick re-cap;



Euro '96 is being put together by Gremlin on behalf of Sega, and is based largely on their excellent Actua Soccer which has already impressed owners of both PC and PlayStation. However, rather than do a straight conversion of this game, Sega wanted to link it to the much hyped European Championships being held in England in the summer. What this means in real terms is that the teams have changed to fit in with the 16 sides in the competition. It also means that it's gone through a bit of a face lift to accommodate the Euro '96 look (lots of navy blue and white, all the logo's etc.) and includes potted histories of each teams performance in the championship since it started back in 1960. The sonorous tones of Barry Davies keep you company through the game (which is much better than John Motson in FIFA) and there's all the usual sporting extras like multiple camera angles and a replay facility to keep the discerning fan happy. Unlike Actua Soccer, Euro '96 enables four players to play simultaneously, providing you've got the multi-tap, so there's plenty more room for arguments and abusive banter.

Euro '96 is expected to hit the shops in the last week of May which is just about perfect timing and it promises to be the best football game yet to appear on the Saturn. Let's hope the respective England and Scotland performances make it all worth it.



Could it be true? England are ahead in the first match of the championship! Ahhh, the wonderful world of games!



NICE TOUCH

As was mentioned in the Showcase in Issue 5 of Sega Saturn Magazine, Euro '96 uses some amazing motion capture to replicate the movements of real life football players. They are helped out by Chris Woods and Andy Sinton, neither of them geniuses admittedly, but perfect for expressing the refined movements of a good footballer. As a result there are some excellent touches in Euro '96. Not only is there the usual plethora of volleys, back heels and bicycle kicks, but there's even the more subtle footballing techniques like the delicate chip, the shimmy, the passing flick and lots of outside of the boot swerve shots that look like...well, like pure bloody poetry!



The movement of the players on the ball is very realistic. You notice this especially as a player comes to meet the ball. he might chest it down, knee it down, trap it — whatever, it looks ace.





Check out this majestic bicycle kick! One of the many classy moves in Euro '96.





SQUADIES

So there you are in the pub with your pals, mulling over the respective European squads and no doubt getting into one of those heated, not to say a little inebriated, debates about who should be in and who should be out. Because Euro '96 is designed to resemble the championship as closely as possible, the programmers have themselves dabbled in a little speculation regarding the squads. In the England starting line up you'll find Man United's Gary Neville in place of the aging Tony Adams (although Adams is still in the squad). Another old timer that finds himself on the bench is the ex-England captain David Platt. The shock news is that there's no sign of the prodigal Matt Le Tissier, and there's no sign of the on form Robbie Fowler either. As far as the Scotland squad go, there's little I can say really because I know practically nothing about them. Sorry.





Left - players gather and celebrate their goal.





SHOWCASE

THE PEOPLE'S THEATRE



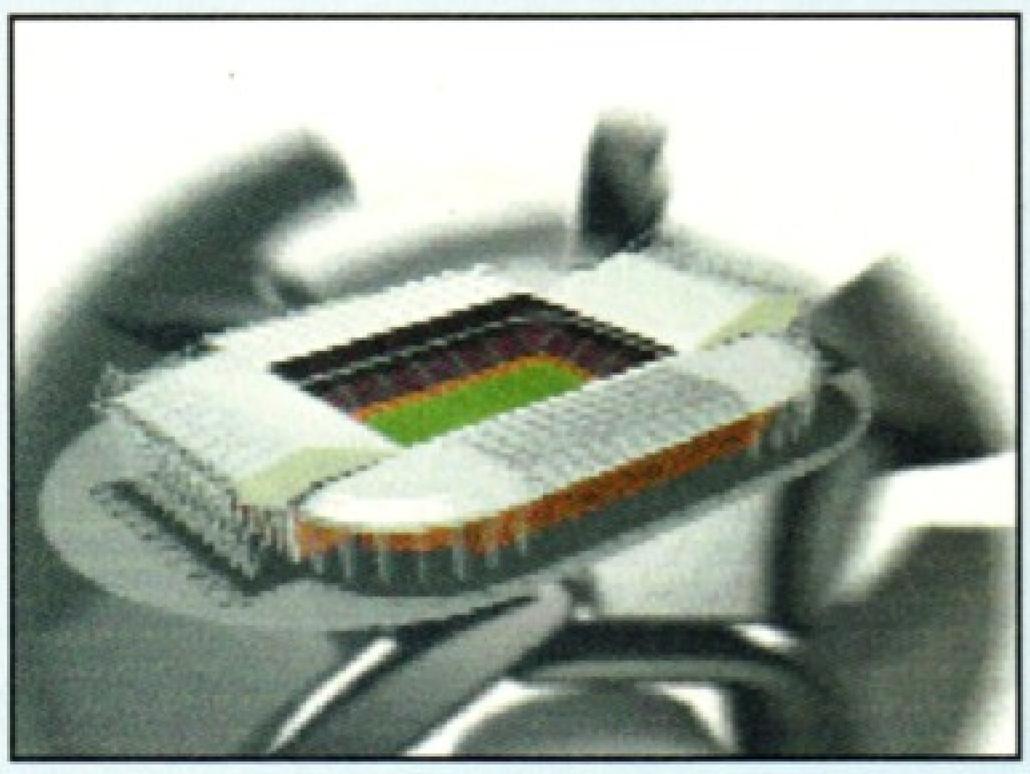


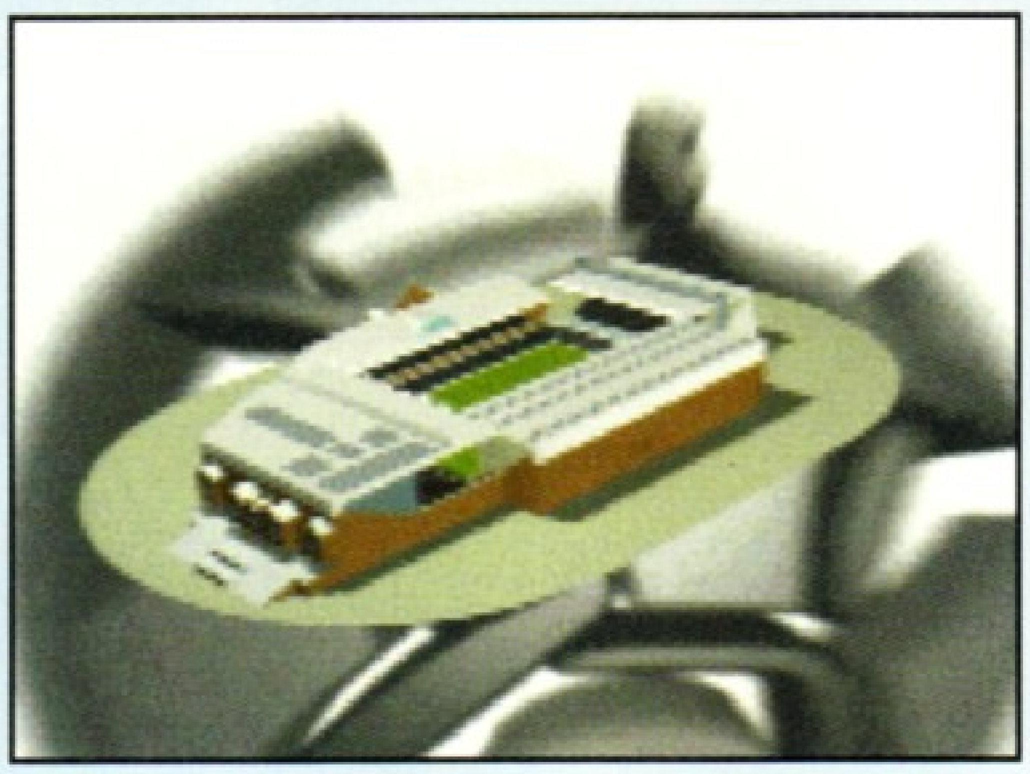
We in England always tend to feel a little inadequate when we see the likes of the San Siro with its 100, 000 odd capacity and there we are with our outsized shacks. But if you ever listened to European footballers talking you'd be surprised how many of them love the idea of playing at English stadiums. For starters they are unique to the British Isles due to the fact that they are the oldest in Europe (England's where football was born remember), and there's also the matter of atmosphere. As Cantona was famously quoted, in English stadiums 'one can really feel the crowd' thanks to the fact that the seats come more or less right to the touchline. In Cantona's case this also meant that the crowd could feel him with the odd flying karate kick, but that's another matter. Euro '96 features all of the eight stadiums that will be used in the championship, and Gremlin have spent loads of time making sure they are all perfectly rendered and proportioned. And sure enough the atmosphere does change from one venue to the next taking into account not only the capacity of the crowd but the size of the pitch as well. Playing at Wembley isn't the same as playing at Villa Park and in Euro '96 it feels equally different.

Wembley: field of dreams, quagmire of disappointments, and all that.



So it's time for a substituion. You can do this at any time during the natch although you'll have to wait until the ball is out of play before you bring on the new man. Here, Seaman is the man going off. Injury? Too many fumbles? Whatever it is, the Arsenal keeper is on his way out.





YOU DON'T LIKE IT? THEN DRAW!

Did you see the Euro '96 group draw when it was on. It was a fairly typical affair with all the footy legends from the England 1966 World Cup Squad wheeled out as predictably as ever, and the finale featuring a crap Simply Red song that seemed to last for ever. The fact that England was drawn with Scotland probably caused the biggest stir, and of course, the way in which we always seem to end up in a group with Holland. But if you're unhappy with what looks like a very volatile group then why not change it. Euro '96 lets to do the draw again and again so you get the chance to play whoever you like.



FIXTURES/GROUPS

GROUP A	W	D	L	PTS
ENGLAND	1	0	0	3
HOLLAND	0	0	0	0
SCOTLAND	0	0	0	0
SWITZERLAND	0	0	1	0
ENGLAND 1-0 SWITZERLAND				
HOLLAND V SCOTLAND				

GROUP B	W	D	L	PTS
SPAIN	1	0	0	3
ROMANIA	0	0	0	0
FRANCE	0	0	0	0
BULGARIA	0	0	1	0
SPAIN 3-0 BULGARIA				
ROMANIA V FRANCE				

GROUP C	W	D	L	PTS
GERMANY	0	0	0	0
CZECH. REP.	0	0	0	0
ITALY	0	0	0	0
RUSSIA	0	0	0	0
GERMANY V CZECH. REP.				
ITALY V RUSSIA				

GROUP D	W	D	L	PTS
DENMARK	0	0	0	0
PORTUGAL	0	0	0	0
TURKEY	0	0	0	0
CROATIA	0	0	0	0
DENMARK V PORTUGAL				
TURKEY V CROATIA				

DONE



A corner kick. Getting swing on the ball at set pieces is very important. Swerve it!



Will he reach it? Oh the agony and the ecstacy of a wholesome game of footy!



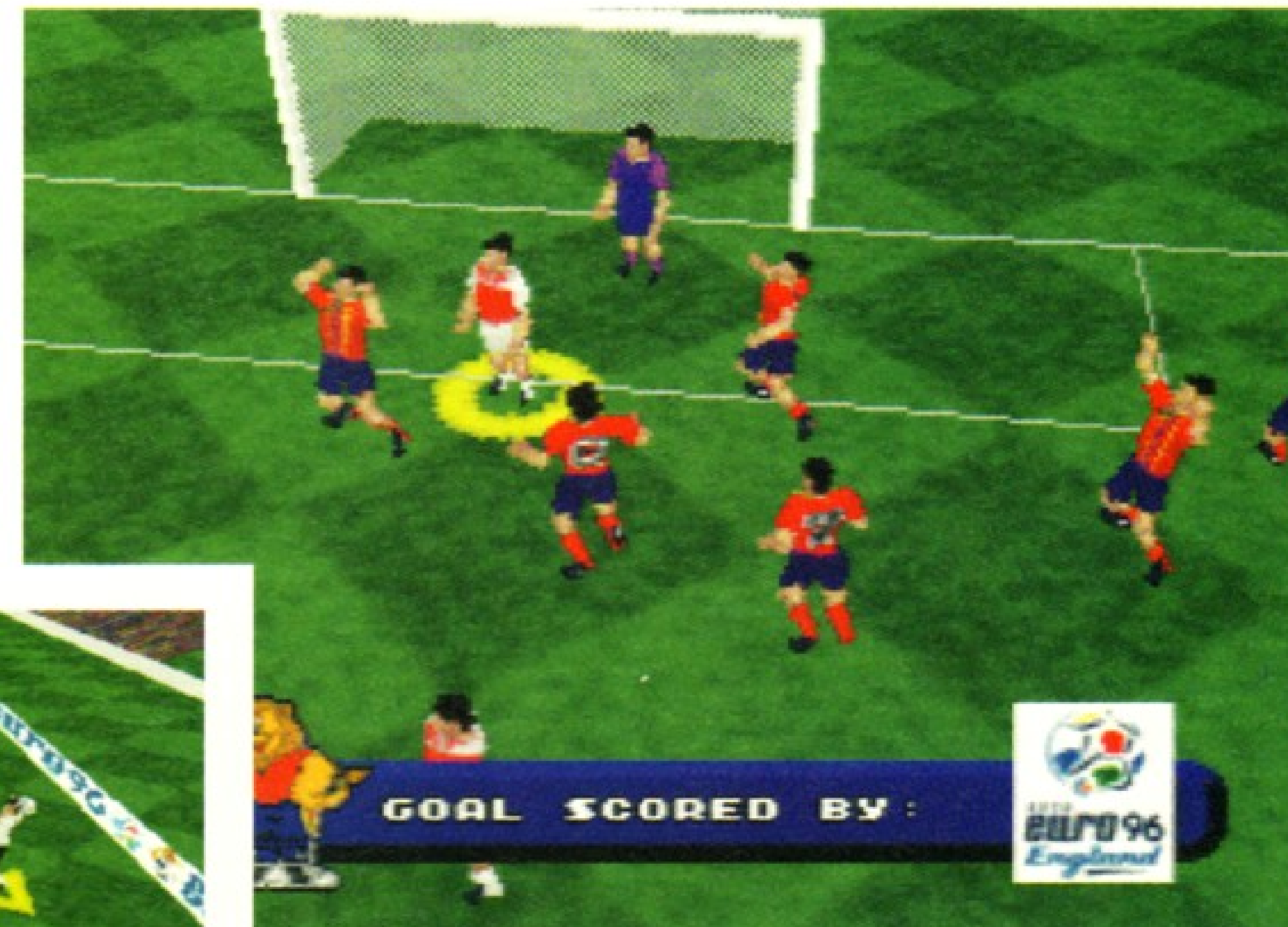
Italy V Holland. What a match this would be. And it might just happen you know. Oh, I can't wait! Yipee! Football!



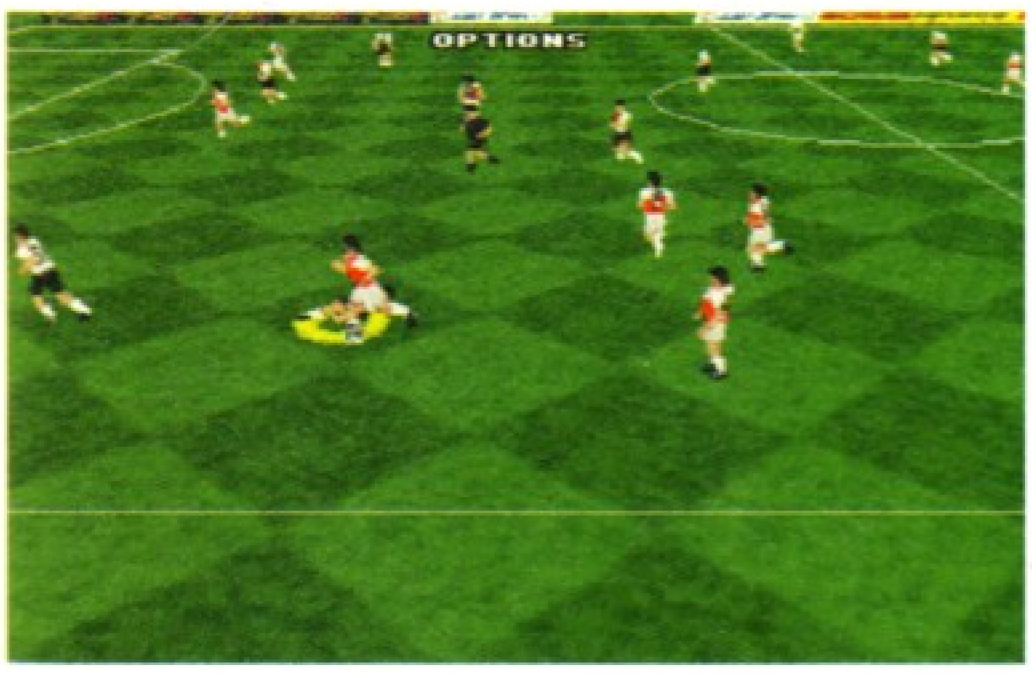


THIS TIME, WE'LL GET IT RIGHT!

Those of you who can remember the excellent Italia '90 World Cup will think firstly of that nerve jangling semi-final between England and Germany. But after that, your mind may turn to the traditional football song that is an inevitable part of big footballing occasions. No more did we have to suffer the abysmal scene of a team standing there in front of the microphone letting out endless barks and primal screams. At last we had a decent song in the shape of World in Motion by the brilliant New Order. Despite the fact that Simply Red have done the official song which is crap, it seems the European Championships have prompted some bands to put out their own singles. It's all rumours at the moment of course, but the word is that Black Grape may well put out a song, as well as a bunch of techno outfits who might have a bash at the now acceptable footy song. Just so long as they don't get someone like Stuart Pearce to rap.



The Spaniards celebrate. Look out for them in Euro '96 because they could well be one of the championship contenders.







And so they line up. National anthems, sunny days. Little boys in the park. Oh look! Billy's scratched his knees! Running and shouting, ahh.





The Czechs take on the volatile Spanish in what looks like a potential thriller.







So you like the look of it eh? Well, if you want the comprehensive and EXCLUSIVE review of Euro '96, just turn to page 66 for the lowdown.



i don't think we're in Kansas anymore



Until now computer game theme parks have been restricted to the singular – Theme Park by Bullfrog. But now Sega are dipping their oar in the water, and they're doing things slightly differently. instead of writing a game about theme parks, Sega have created a theme park around games. Rad has the facts.

This year the face of Britain's theme park world is set to be changed forever. A new kid is entering the fray, bringing years of toy manufacture experience to the traditional family entertainment mix. That's right, Legoland opens in the UK this Spring. Now's your chance to wander around incredible micro-environments of cities and bridges made entirely out of tiny plastic bricks, shake hands with automatons constructed from not-available-in-the-shops rounded-off pieces and loaded to the gills with specially engineered magic Lego motors. Much like you can do in any large department store at Christmas. You can even travel on corkscrew roller-coasters made up of fragile interlocking geometric briquettes, adding to the fearsome thrill with a very real danger of death. That is if they ever got off the ground, powered as they are by rubber band and Duracell Lego Technics engines. Of course, just in case any of the Lego lawyers are reading, this is all a pack of lies. The nascent theme park we're talking about is of far more interest to the discerning Sega fan – it's London's all-new SEGA WORLD.

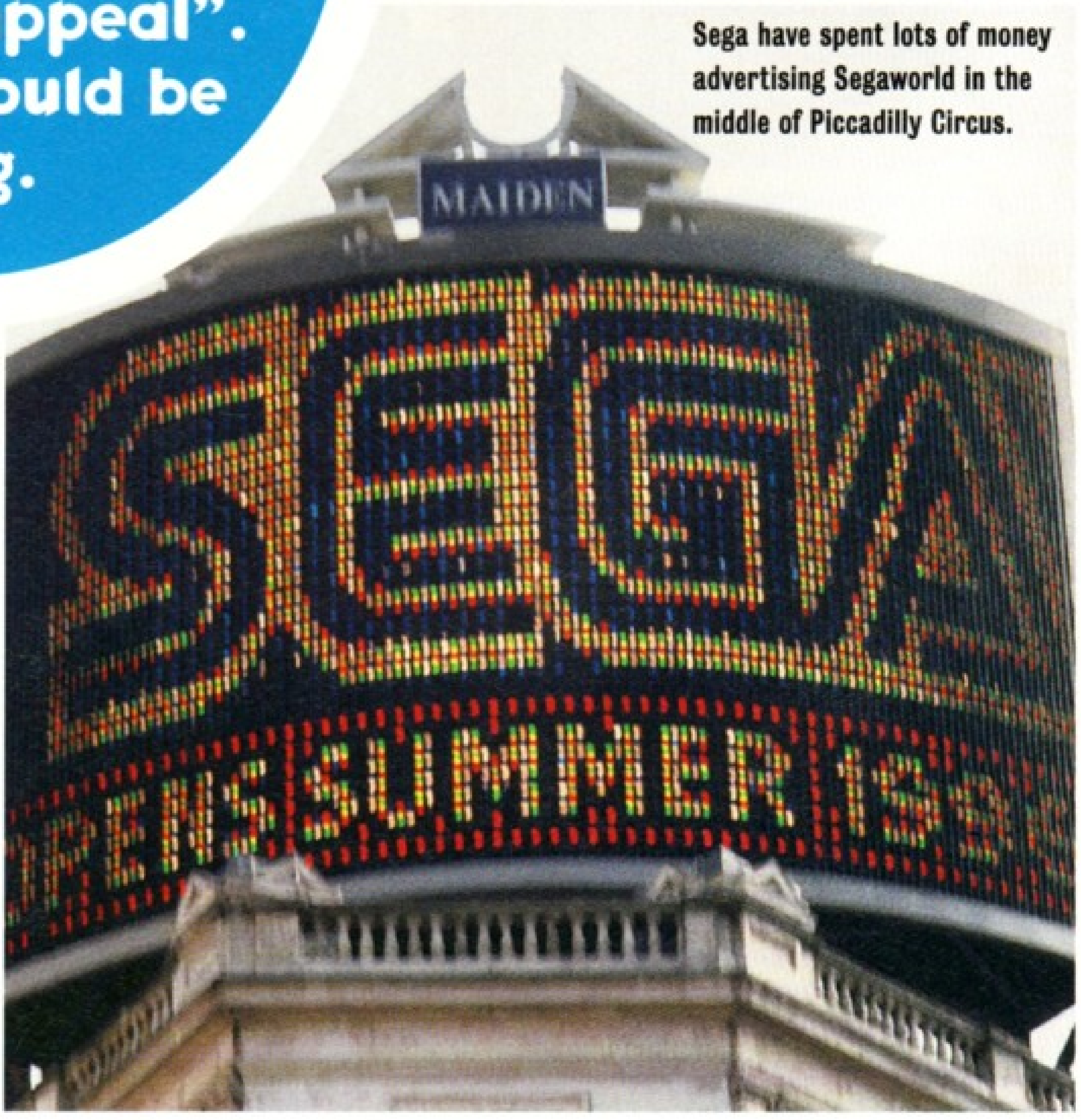
Differing somewhat from the existing Segaworlds in Bournemouth and Colindale, this latest addition to the family entertainment stable transcends feeble Earth arcade idioms to produce the cyber-family-fun-palace-dome of the future! Situated in – nay, taking over – the Trocadero in Piccadilly Circus, Segaworld will be the largest indoor theme park in the world, spanning seven floors and covering over 110,000 square feet of the Trocadero and three of the adjoining buildings. It's bigger than the Albert Hall, which isn't tiny.

Doubtless you'll be wanting to know what makes Segaworld so different from ordinary arcades that justifies it being called a theme park and charging money for entry. Well, true enough it will be crammed with the latest coin-ops and lots of Saturns to play about with, but there's plenty different, bub. First off, it's Futuractive. Futuractive, that's the buzzword of the industry at the moment. Only it isn't. But it will be once Segaworld opens. This might sound like another industry gimmick to get your interest up, but it is in fact the product of over A BILLION BLEEDIN' QUIDS WORTH of research and development.

Kicking off a couple of years ago with the creation of the AS-1 flight simulator (with games starring Michael Jackson, King of Pop, Videogames, Zookeeping and Poor People), Sega have worked to redefine roller coasters into something more suited to Japanese spatial restrictions (ie – they have to be really small or the land rates are crippling). The AS-1 is a self-contained motion simulation unit capable of holding about six people, and there'll be at least one in Segaworld. A flight sim-type experience is shown on a large "window" at the front of the

VIRGINIA BOTTOMLEY SAYS

"i welcome the opening of this exciting new attraction which will add to the great diversity of London's appeal". But she could be lying.



Sega have spent lots of money advertising Segaworld in the middle of Piccadilly Circus.





Which one of these three feels the daftest, I wonder?

unit, with the pod responding to every nuance of movement visible to the "players". They're called "players" because each crew member has two buttons built into their seat, with which to indulge in limited scale shoot 'em uppery, the outcome of which changes the course of the action on screen. Impressive though it is (and we were nice about it waaay back when we were still called SEGA MAGAZINE), Sega knew they could improve on the levels of both interactivity and realism.

The primary result was the Joypolis, an 88,000 square foot site which opened in Yokohama, Japan in July 1994. As well as featuring hordes of Sega arcade machines and Saturn pods on free play, Joypolis introduced Sega's Mega Visor Display technology, developed under the guise of Saturn VR (so their rivals wouldn't know what they were up to). MVD is the cornerstone of the new, even bigger, London Segaworld.

Basically, it's like an AS-1 for your head. Once you're firmly ensconced in your roller coaster capsule (and you've had your obligatory training session, detailed elsewhere) it's time to don the MVD for immersion into your own little cyber world. As everyone has their own individual VR screens, this means the ride can be different for each passenger, although the general direction of movement (and the pod) obviously remains the same for each player. Otherwise the machine would strain against itself and shatter into a thousand pieces. Anyway, these VR helmets allow you to look in any direction and follow the environment in real time. So should a monster charge from head-on, you can watch as it passes you and follow it as it disappears into the distance behind. Even your own clothes are transformed in your vision, meaning no two visitors will have the same experience. So realistic is this process that Sega claim test audiences for the Aqua Planet ride actually held their breath because they believed they were underwater. They must have been a bit stupid, however, because they won't have felt wet.

And the environmental immersion doesn't stop there. Each floor of Segaworld has a theme, and each theme is represented in a variety of media. For example, the Race Track promises F1 cars suspended from the ceiling, tyre track indents in the floor, a soundtrack of roaring engines and screeching wheels and the smells (oh yes, the smells) of burning rubber and, in all likelihood, smouldering flesh. The games and rides as well as decor are collated according to theme (so Combat Zone is full of fighting titles and so on). Heck, there's even a reproduction of Sonic level Carnival Night Zone to explore! And just to show that Tommy Britisher knows best, there's no such atmospheric themeing at Joypolis.



Hi kids! I'm Spunky! Ha ha!

Segaworld London provides the blueprint for Sega's theme park master plan. Sega plan a huge Segaworld offensive across all major European cities over the next few years. They reckon they'll customise each centre to "harmonise with the culture and character of the country and with [Segaworld's] immediate environment". No such measures have been taken with London Segaworld, or it'd be full of mannequins of drunken skinheads and confused tourists eating kebabs.

If you're interested in finding out more on Segaworld a preview site has opened in the Trocadero, showing a video of how the park is will look. Those with sense, however, will wait for our "opening day" feature in a forthcoming issue of SEGA SATURN MAGAZINE.

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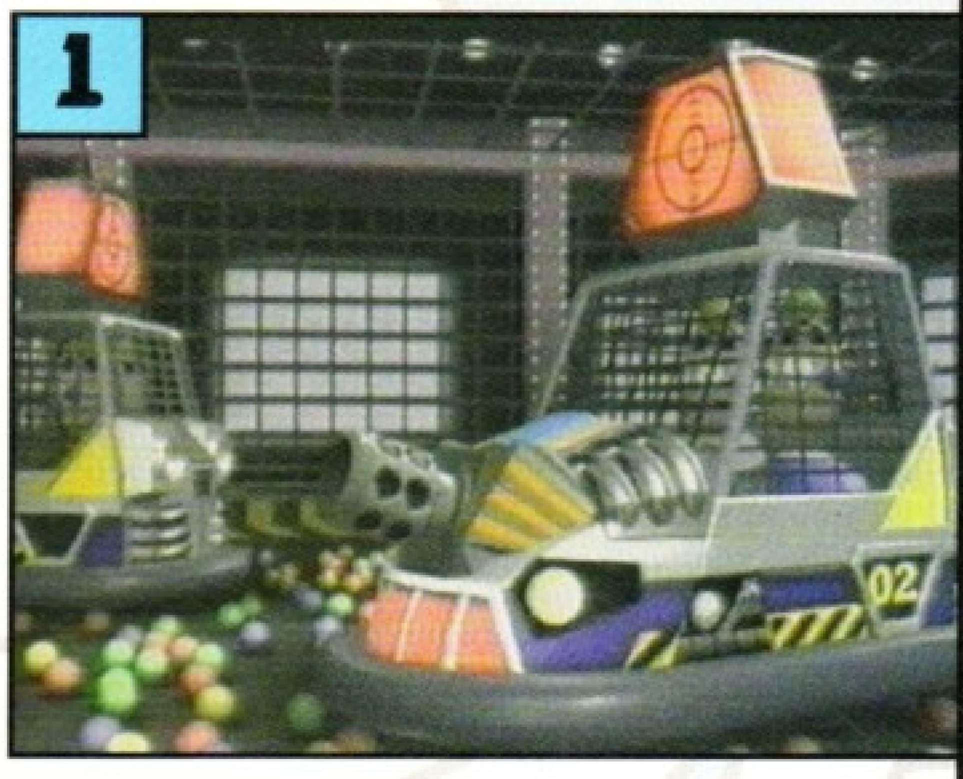


SHALL WE TAKE A TRIP

Six MVD immersion rides are planned for the opening of Segaworld. SATURN MAG was treated to a preview showing of them all – the AS-1, Ghost Hunt, Space Mission, Mad Bazooka, Beast in Darkness and Aqua Planet. Sadly the AS-1 was the only fully operational unit (and it's good), whilst snippets of the other five were demoed in a private cinema (so no MVD for us yet). But even without the full experience we can state that they're looking absolutely awesome. The graphics are incredibly convincing, and the lurching camera promised a realistic sense of movement in the final product. Because the rides are so unlike anything else in the world visitors will be put through a quick training course before the start of the action (like on a plane where they tell you how to put on your life jacket) so every guest can get the most from the experience. And don't think you'll have seen it all after you've been a couple of times. Sega have pledged to install at least one more immersive ride every year until they're spilling out from the windows and falling on people because there are so many.

1 Mad Bazooka in action. This is a genuine in-game shot. 2 This demo is supposed to illustrate the realism of MVD. 3 Aqua Planet has some scary monsters. 4 A quick run-down of how to play Ghost Hunter. 5 more Mad Bazooka – hoover up the balls and fire them at your foe's lid target. 6 This blows Wipeout out of the water.

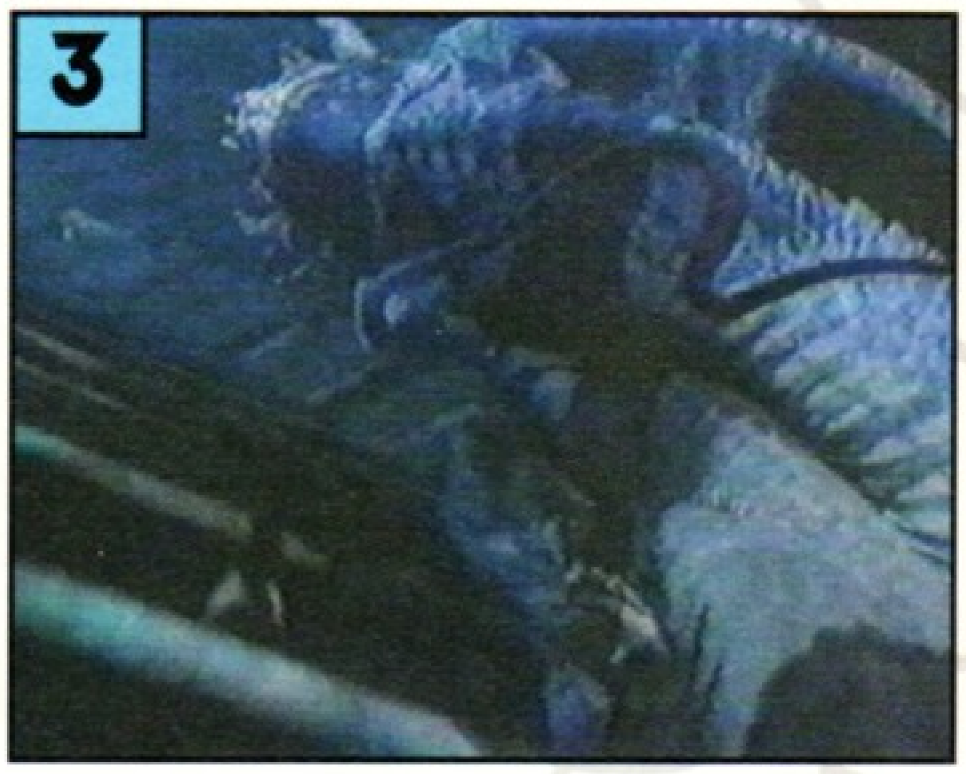
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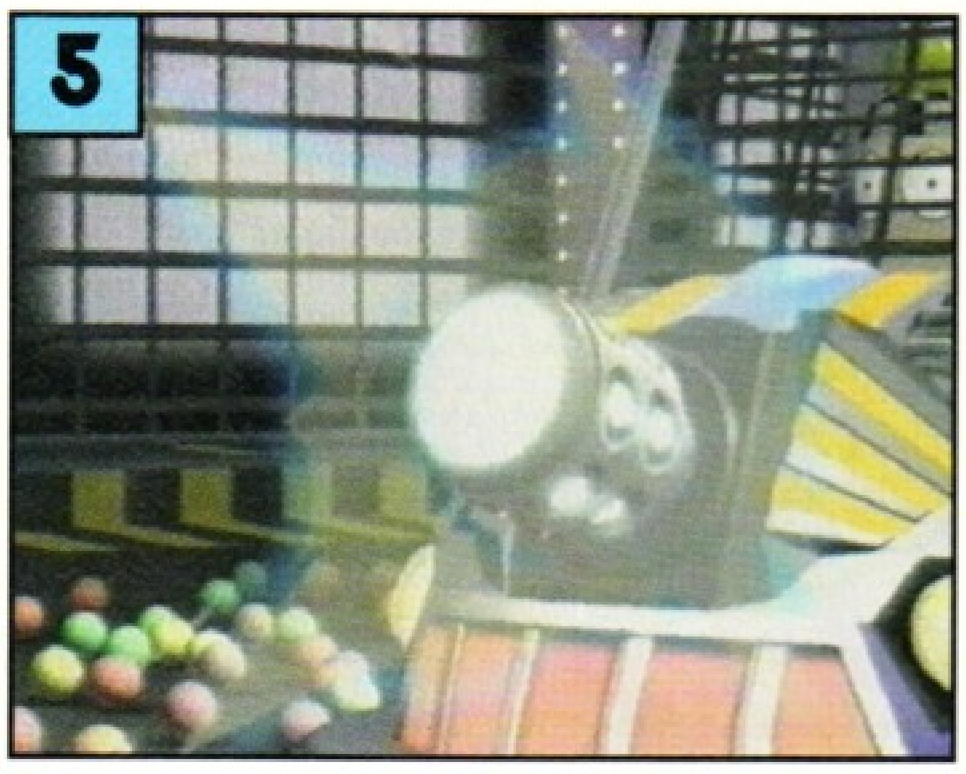
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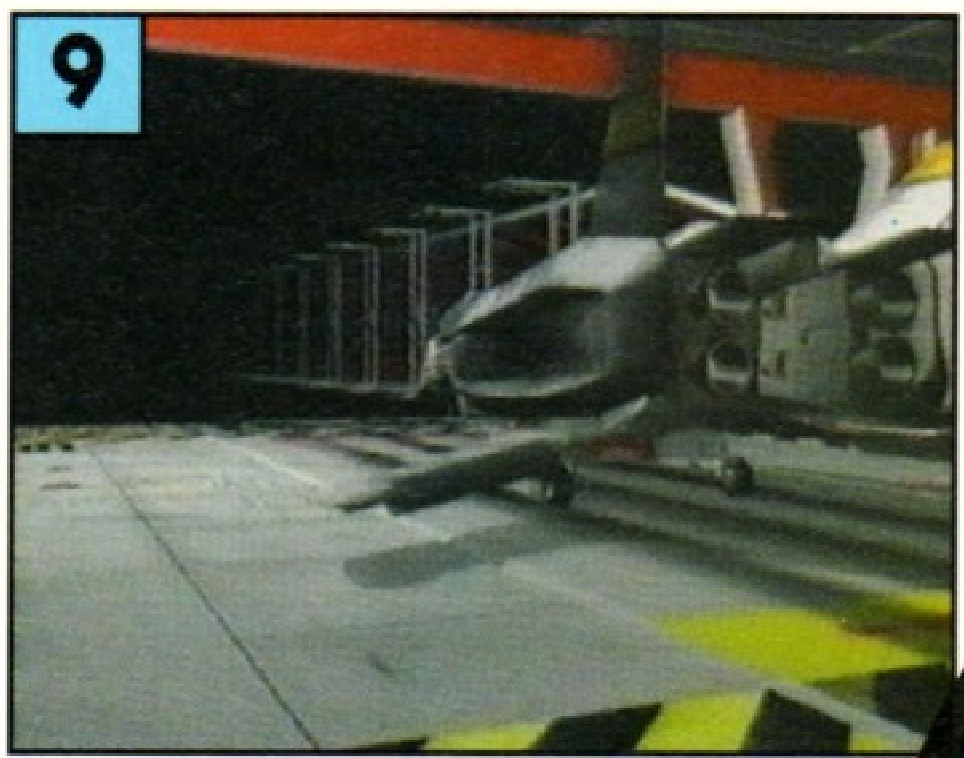
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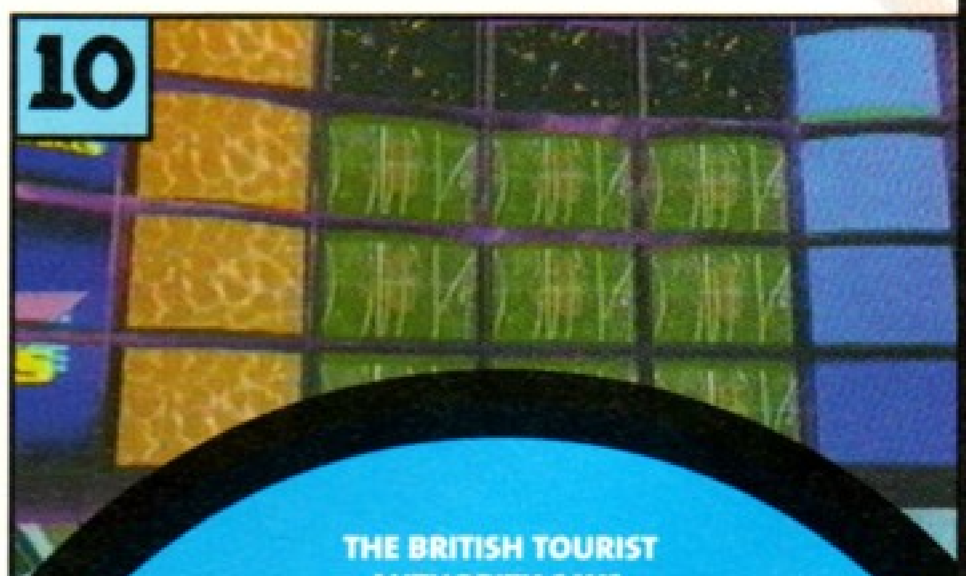
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9



10



11



7 Satisfied Joypolis customers lose their minds on MVD ride terror fury. 8 Race those space hover cyber cycles for all you're worth. young lemurs. 9 Space Mission kicks off with an exhilarating space launch intro. 10 Segaworld will feature a two-storey monitor bank, showing either MTV or MVD. We're not sure yet. 11 Some fat dude gets totally blown up in Space Mission.

THE BRITISH TOURIST AUTHORITY SAYS:

"Segaworld will add to the wealth of high quality tourist attractions that Britain has to offer and will provide visitors with an exciting day out. Segaworld will bring new technology and large-scale investment (*£45 million – SSM*) to London. It will provide a unique addition to the city's extensive range of entertainment."













This dame is giving you the Sp on how to handle your Ghost Hunter pod.





NEW ON YOUR BLOCK

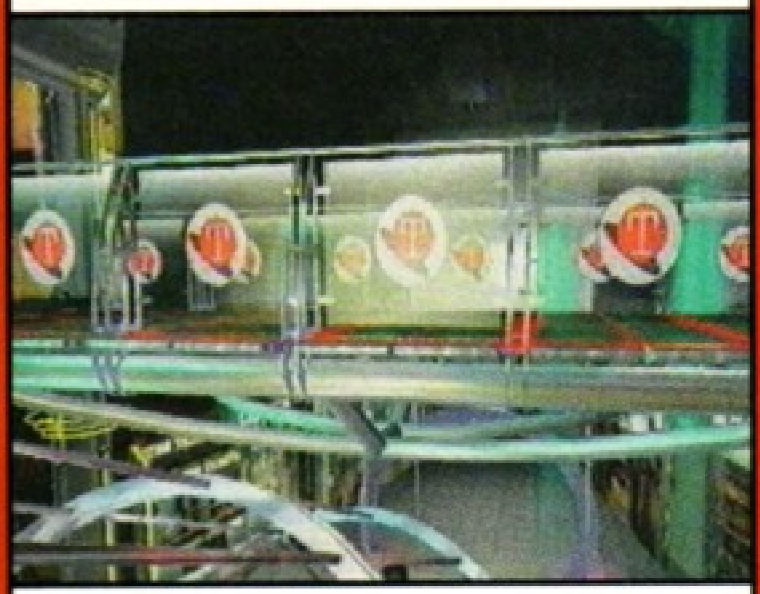
Segaworld, which has been under construction since January, is set to open this August (the precise date is yet to be confirmed). And once it's open, boy is it ever open. In fact, it's only closed one day of the year, Christmas Day, unless there's some kind of alien invasion or everything breaks down (highly unlikely). And on each of these open days the doors are unlocked from 10am until midnight – meaning you can go down the pub, get lacquered until chucking out time and still squeeze in an hour on one of the rides. That is, if you're prepared to part with the requisite (and currently undecided) £10-15 entry fee (quite possible in an inebriated state, although we're sure Sega wouldn't let any undesirables in really).



Yes, and next I'm playing Ophelia in Brunswick Primary's Hamlet – Babes in the Wood Edition. It's a simply marvellous challenge, darling.

This isn't a computer mock-up – it's the REAL SEGAWORLD! Actually, it isn't. It is an SGI mock-up. But it looks a bit like this.









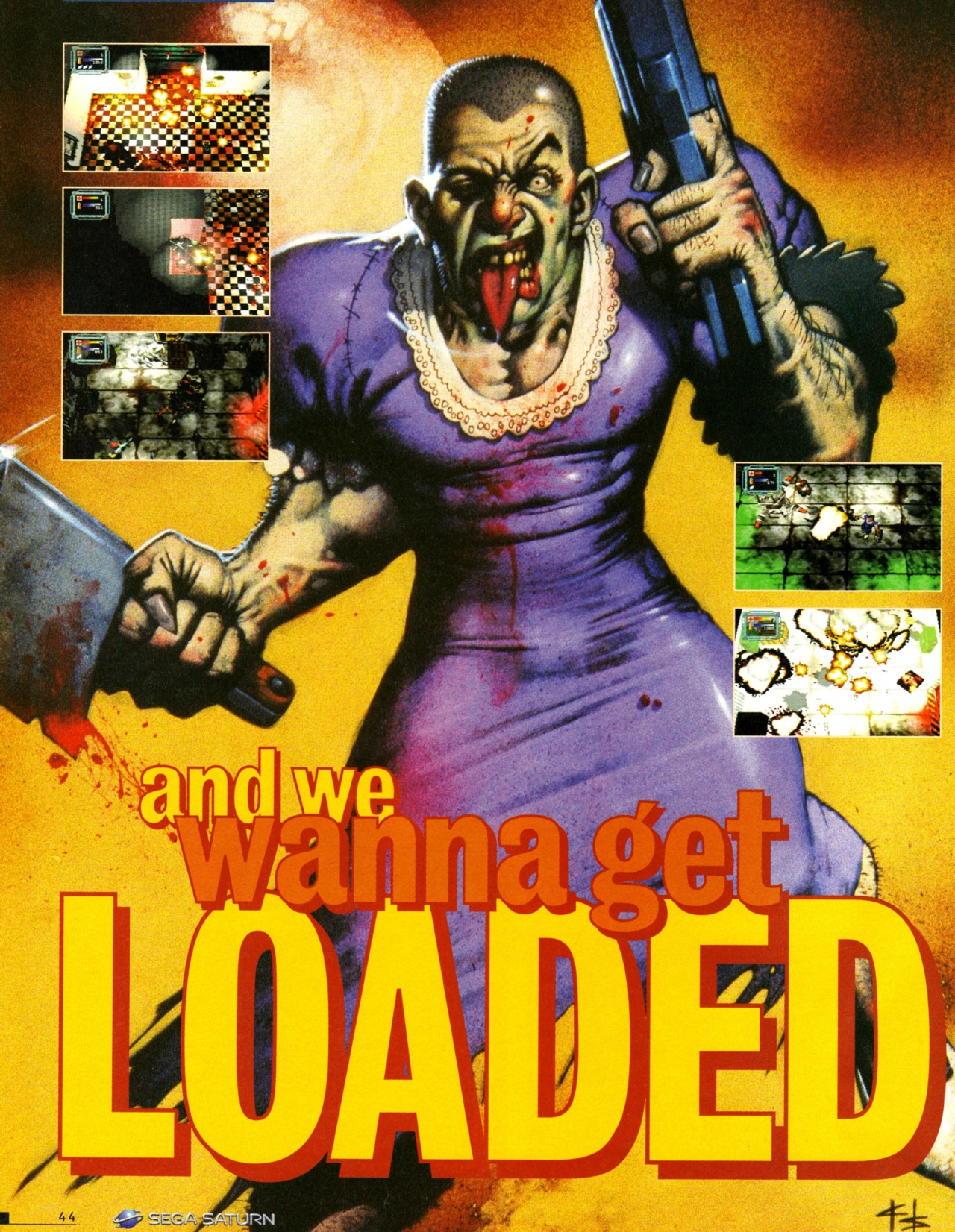
STAIRWAY TO HEAVEN

Escalators – the moving walkways of The Future. Mechanical stairs are the prime reason future humans will be born without legs. For now, though, they are mere labour saving trinkets. Except at Segaworld, where escalators are the very lifeblood of your journey to the heart of Sonic's soul. In fact one escalator to be precise. The so-called Rocket Escalator. Anyone familiar with the lengthy stairtrack at Angel tube station should have an inkling of what to expect – a whacking great escalator that goes up five stories, taking you right to the top of Segaworld, from where you work your way down through the theme park to the exit. But this escalator is different – it's in a big long pipe, like the ones in the Sonic games. And it probably moves quite quickly, too. And don't worry, if the Rocket Escalator breaks down you won't have to resort to the Rocket Stairs, because Segaworld has a total of nineteen other escalators to help you get around. There can be hope for modern man.

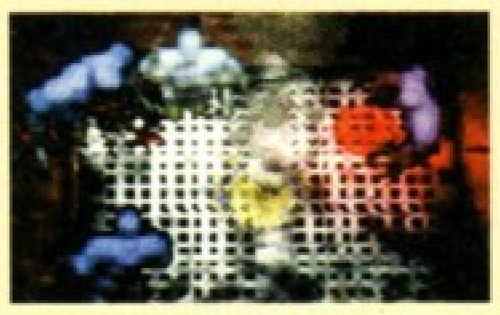


CRAP STATISTICS YOU DON'T NEED

Sega expect to attract almost two million people to Segaworld within the first year of its opening. 1.75 million, to be precise. This is the equivalent of about five thousand people visiting your house every day except Christmas (which is like the Segaworld opening times). And with the average visit lasting four hours, that means an incredible 2.2 *years* of games being played at Segaworld EVERY DAY in real terms. Segaworld is costing about £45 million to build, and will employ 160 people, who will no doubt go on all the rides for free when all the visitors have gone home. It's going to take Sega some time to recoup their investment given the entry fee of between £10-15, although this estimate is still to be finalised.



and we wanna get LOADED

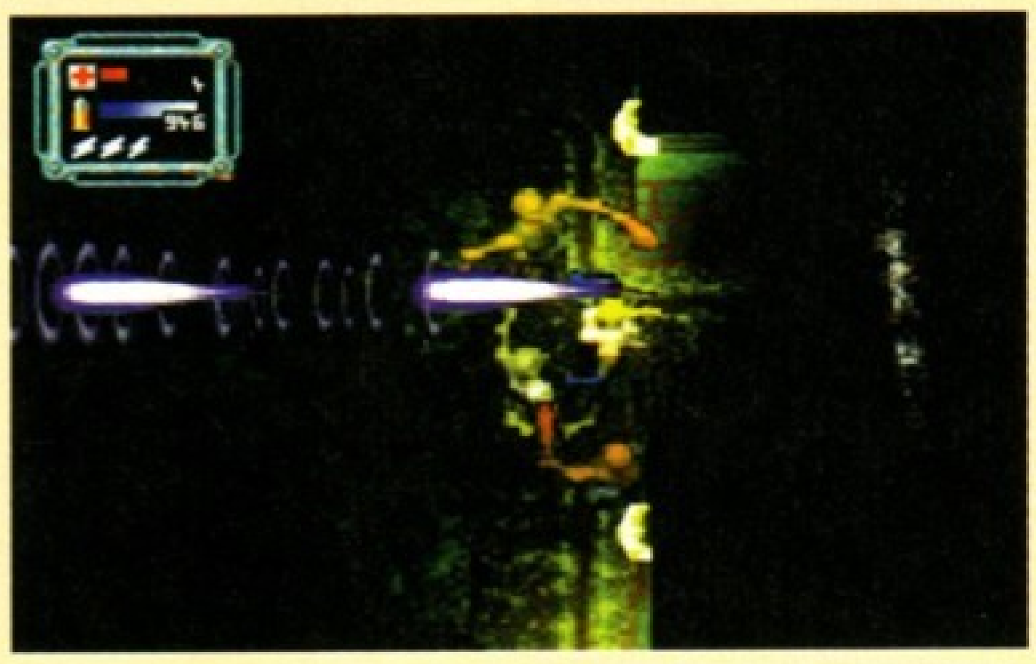






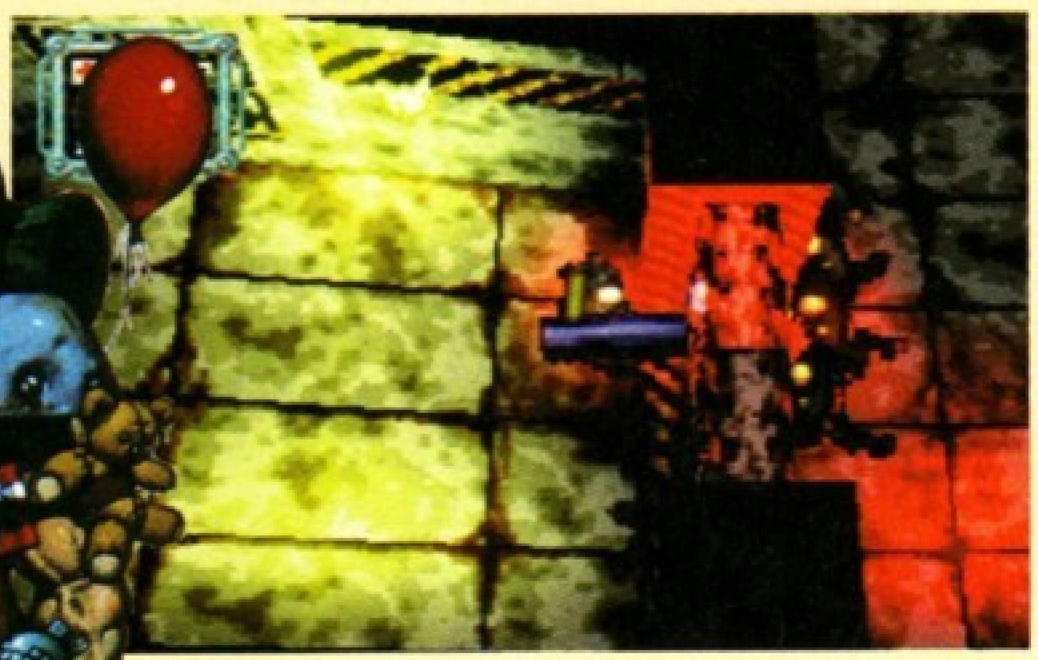






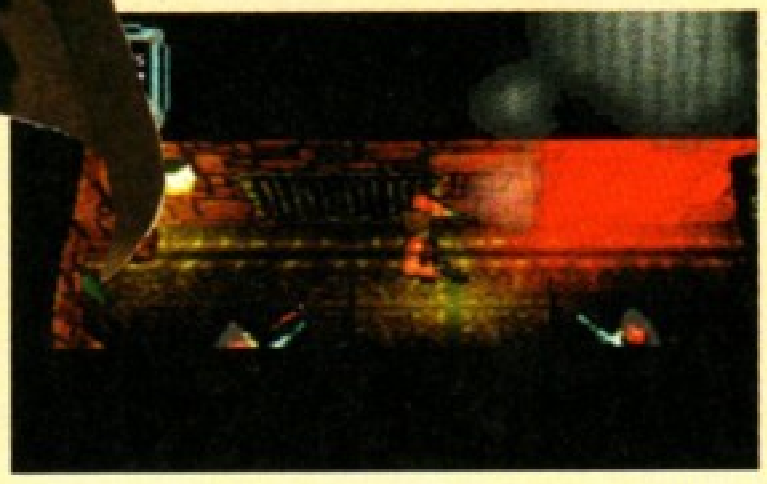
You wanna get loaded? You got it. Well, not yet you haven't because loaded isn't actually out for another couple of months. But it is shaping up rather nicely. Here to deliver the gaming goods is SAM HICKMAN.

Flipping heck. These Playstation to Saturn conversions seem to be arriving at an alarming rate at the moment, and not without good reason (or before time)either. Most of them are pretty excellent you see, and Loaded is no exception. To the more, erm, mature gamer, Loaded is bound to look hauntingly familiar. Well, that's because it's based on the age-old classic Gauntlet, the wander about wizard game with cruddy graphics and blisteringly addictive gameplay. Anyway, now that original developers Atari have fallen on somewhat hard times and don't seem to be releasing anything at all any more, it's Gremlin who have sneaked on in there and adapted the ancient code for all Saturn gamers to enjoy. Luckily, it doesn't look anything like the original code – in fact, it's ten times more gory... >>



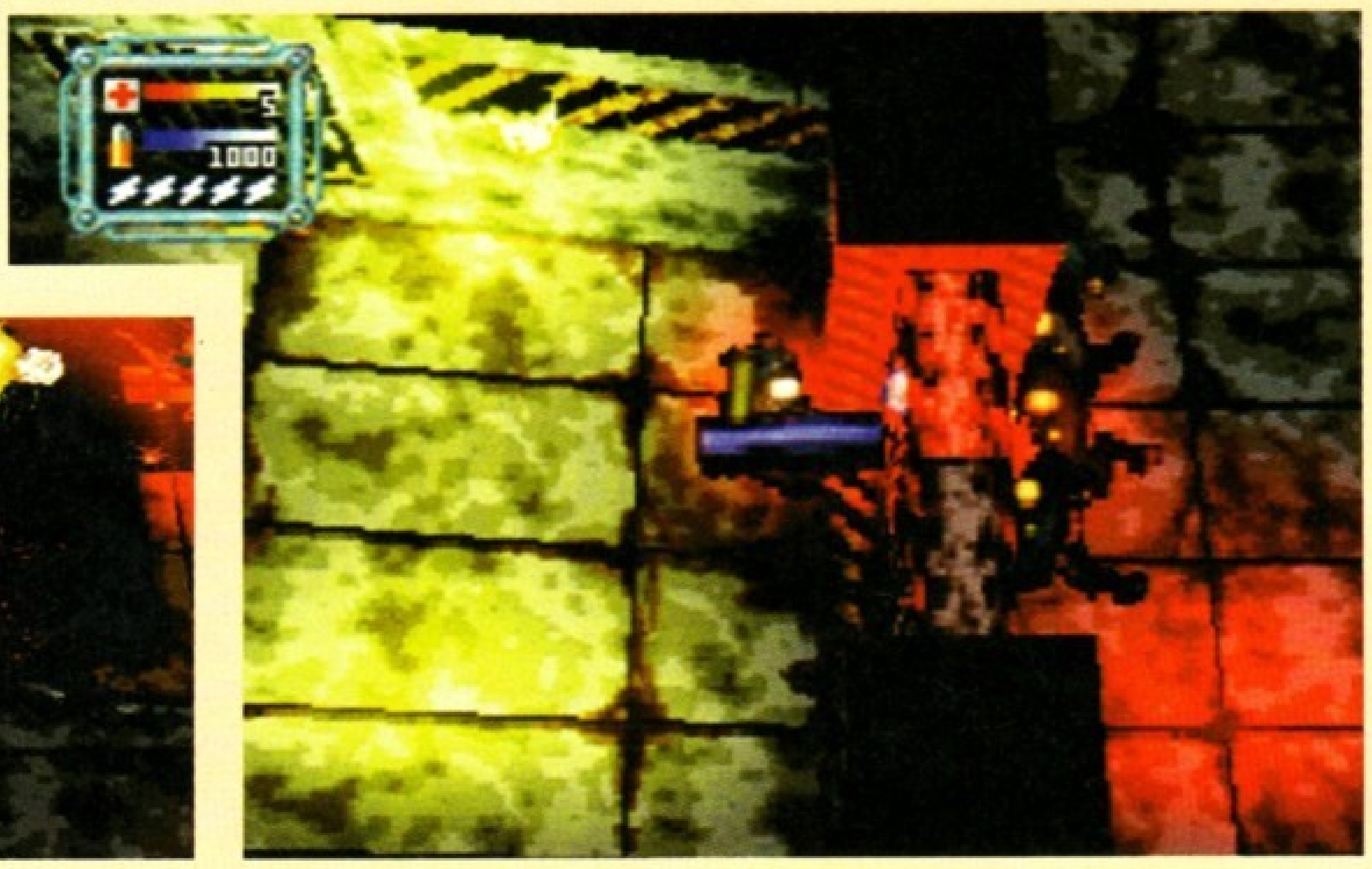








This level takes place in the prison's kitchen and in addition to blowing away enemies, you can also blast hell out of all the pots, pans and kitchen tables too.









A VIRTUAL BLOODBATH!

Yep, welcome to the world's first certificate 18 Gauntlet-a-thon. Although the gameplay remains almost exactly the same in that your aim is to wander around hostile environments in search of keys, the front end of the game has undergone a *serious* makeover. Gone are the blippy little coloured sprites of yester-year, replaced with fully grown men in nappies, psychos in drag, bouncers, skeleton warriors and cyber babes with electric charges on the end of their fingers. Look pretty impressive, don't they. Hardly surprising really, when you consider that they were created by 2000AD artist Greg Staples. He's already drawn loads of Judge Dredd stories and was involved in the movie to some extent too. Of course, being involved in such projects obviously meant that he had to trawl the depths of his mind to come up with some pretty vile creations, which is why all the nasty characters in loaded are all so comfortable with being absolutely repulsive.

Actually, there's probably more to it than that. The reason they're all so at home with being nasty is that they're all locked away in prison, so they must have done something quite horrible in the first place to be in there at all. However, lucky for them, there's there's the once in a lifetime, chance in a million hope of escape, and being law-breaking types, they decide to go for it. But it ain't gonna be easy. There's literally hundreds of maze like corridors to plough through and nasty enemies block each and every one But hey, you're hard aren't you... surely you can take the pain!

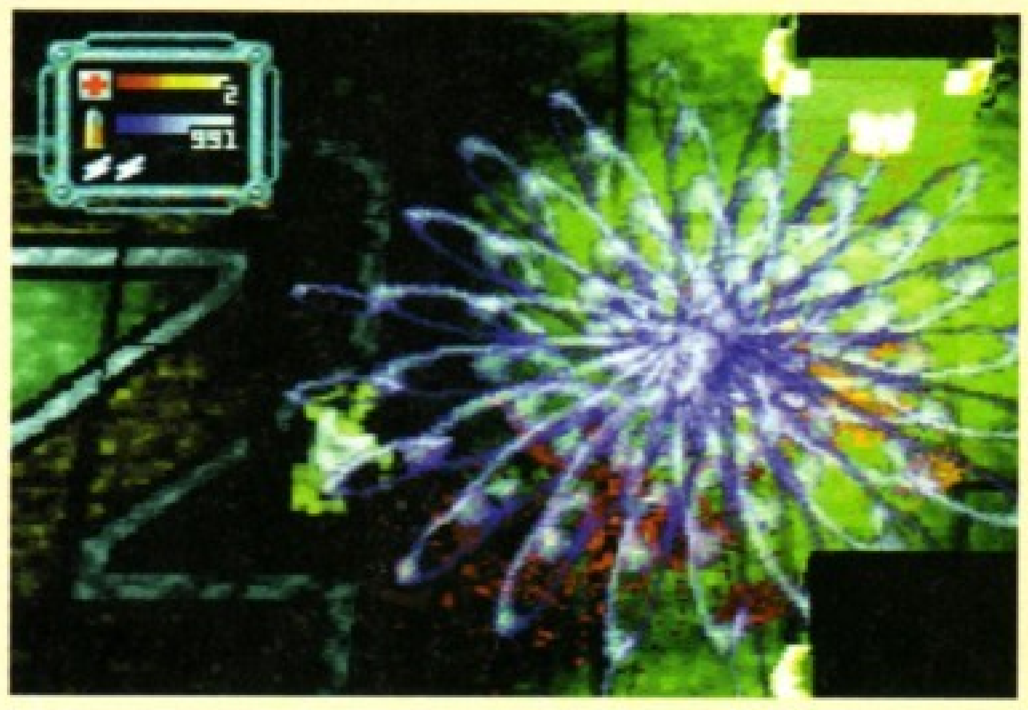




At the beginning of each level, you'll have to make some pretty tough decisions over your proposed route. Not all of the doors will be open immediately, and will only be accessible once you've collected the appropriate key.







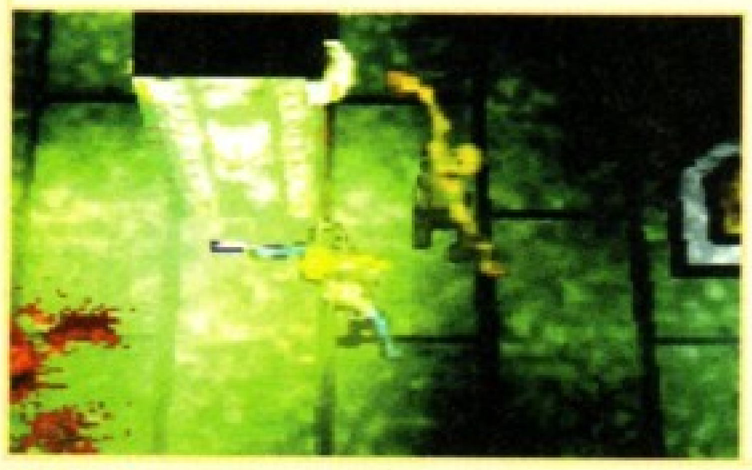


SCARY ZOMBIES TOO!

Actually, it's quite bizarre that contained within his prison are not only the scum of the human realms, but also an array of otherworldly beasties too. We're not sue if F.U.B. put them there or if they were also imprisoned for perverted acts, but they don't seem to like you very much. In fact, the slightest glimpse of you will send most inhabitants into a screaming frenzy, after which they'll have no choice but to try and annihilate you. Some of them only take a couple of spurts from your gun to eradicate, but others seem to shake off gunfire pretty easily and will attack mercilessly if given the chance. Of course, you're not going to give them one.

















Cap'n Hands is a filthy mingy old pirate from about two hundred years ago. He's still living because he nicks body parts from other people and plants hem on to his own. Except for his head. That's the only original part left from his body.

CONTESTANTS READY...

However, before you can do anything at all, there's a much more important task at hand. Choosing your character is more difficult in Loaded than in other titles, simply because all of the beings on offer are so bizarre. Don't believe us? Well, just take a look at these guys...

CONTESTANT 1. CAP'N HANDS

The only dead guy in the game, Cap'n Hands is made up of rotten body parts, although his head is the one he was born with, albeit many centuries ago. Probably because he's so old, he doesn't have the hi-tech weapons that the other contestants have, preferring to use a couple of old flintlocks instead. What a guy.







CONTESTANT 2. FWANK



Fwank is your average wild card of this very strange pack. He's fully grown, but has the mind of a six year old and the body of a warrior (well, sort of anyway). He wears a mood balloon in his back pack, which changes colour from green to red according to his temper. Weapons include neutron spheres and the deadly homing teddies.





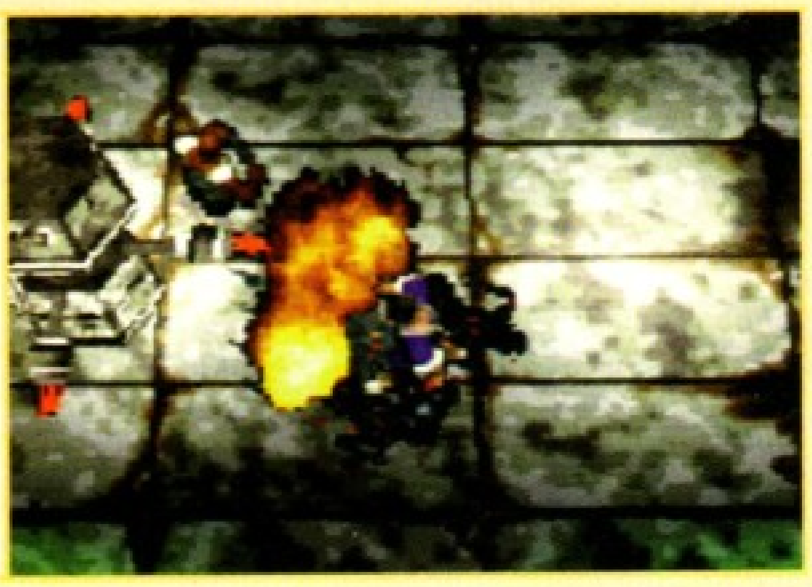
The other wacky contestants are revealed on the very next page. If they're not already dead.





TWO-PLAYER FUN!

The finished version of Loaded will come complete with a simultaneous two-player option, although unfortunately, this isn't programmed into the game at the moment. Luckily though, it's not a maniac-a-maniac scenario. Nope two players will team up in a co-operative game, which is indeed mighty handy on some of those tricky later levels. More on this feature when we review the game next month.



SHOWCASE

GRAPHICS TO DIE FOR

One of the best things about Loaded (apart from the all morals-barred blasting) is the graphics. Sure, this may be based on an age-old theme, but that's precisely why Gremlin have gone to so much trouble over the graphics. In addition to the visuals provided by Greg Staples, there's some pretty impressive 3D throughout all of the ten levels. Floors warp as you walk on them, and even thought he game is viewed from an overhead perspective, there's a real impression of depth as you're blasting your way around a level.

In addition to the 3D trickery, the levels all feature light sourcing, which basically means that areas are lit in the way you'd expect to see in *real life*. This is featured on the characters too, who light up whenever they either launch a weapon or get hit. There's plenty of other impressive little features too, such as really meaty explosions with clouds of smoke billowing from them, splattering blood and screenfilling weapon effects. Sure, this may be a 16-bit game at heart, but Gremlin have really done their best to make the graphics as 32-bit as possible.





OOH, WHAT A PAIR!

With any luck, the Saturn conversion of Loaded should equal the Playstation version in every way. Gremlin themselves can't see any reason why the two versions shouldn't be identical, and so far, the versions which have been released certainly seem as though they're a good enough match in comparison to the Playstation's. Fingers crossed, eh.







He's wearing a purple dress! Quick, somebody stop him, that's not allowed. Oh he's got a big huge gun. Better leave him alone then.



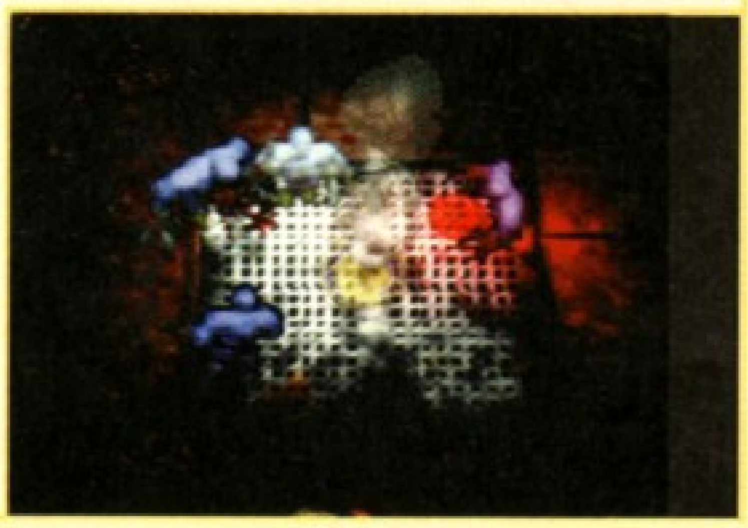
Ick-a-roo! This contestant is certainly taking no prisoners! In fact, there's only a couple of guys left standing on this level.

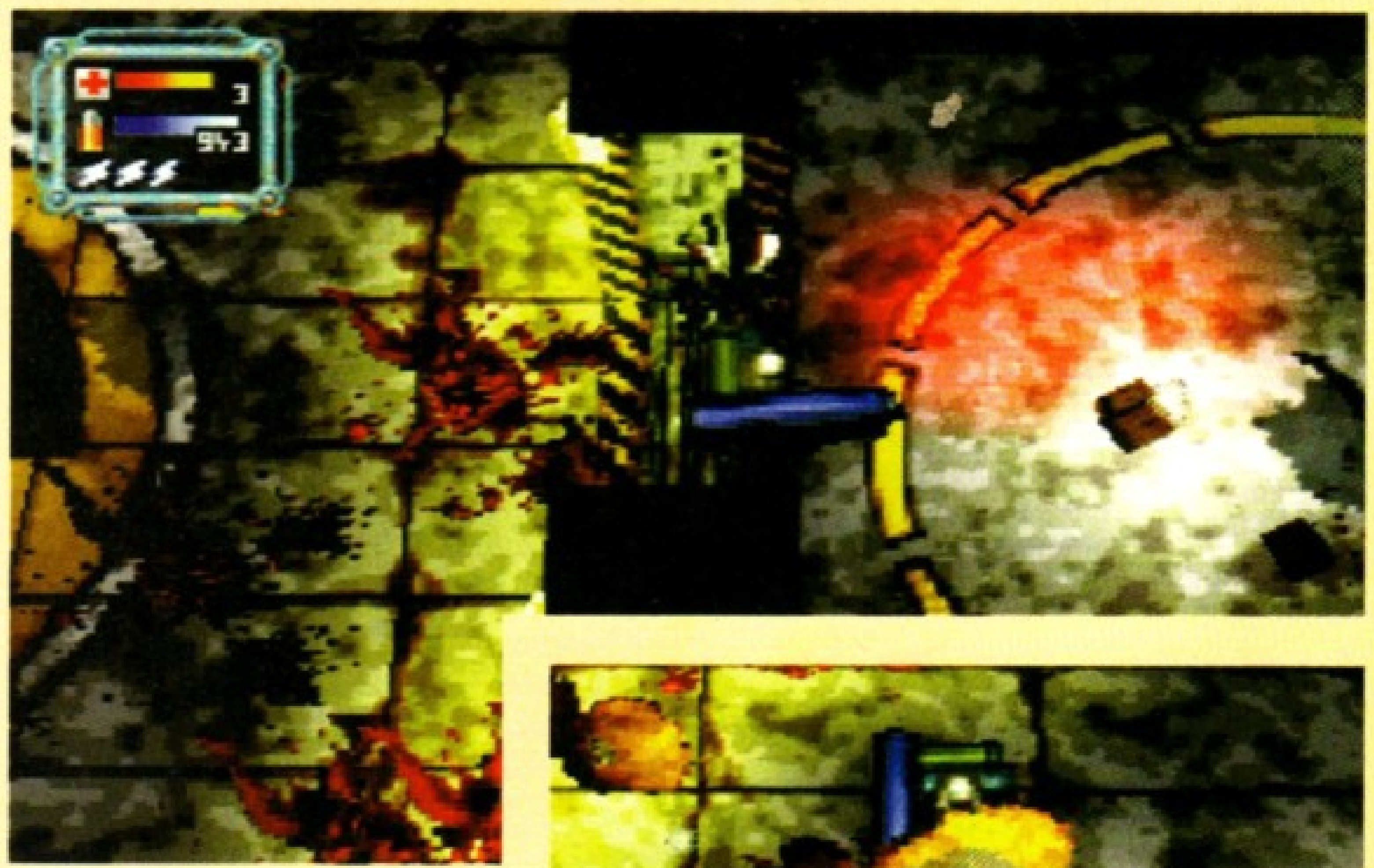
CONTESTANT 3. MAMMA

Another social degenerate, mamma is a huge overgrown baby sporting the very latest in nappy design. In fact he's so stupid that he can't even speak – all he can do is blubber and cry a bit. Still he's pretty nifty with his plasma gun and customised ripple grenades so he can't be that stupid. Can he?









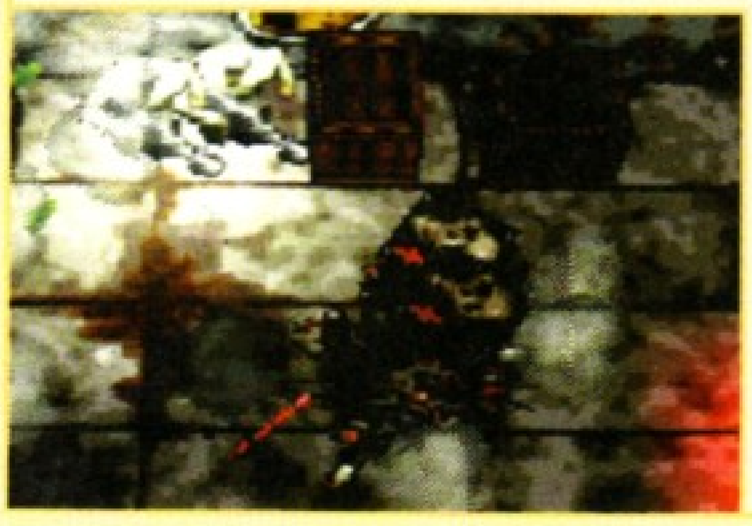


We love blood and explosions! They're great! Especially when you get all those giblety bits that spill out all around the sides on most of the enemies in this game. Yes, they're quite good.

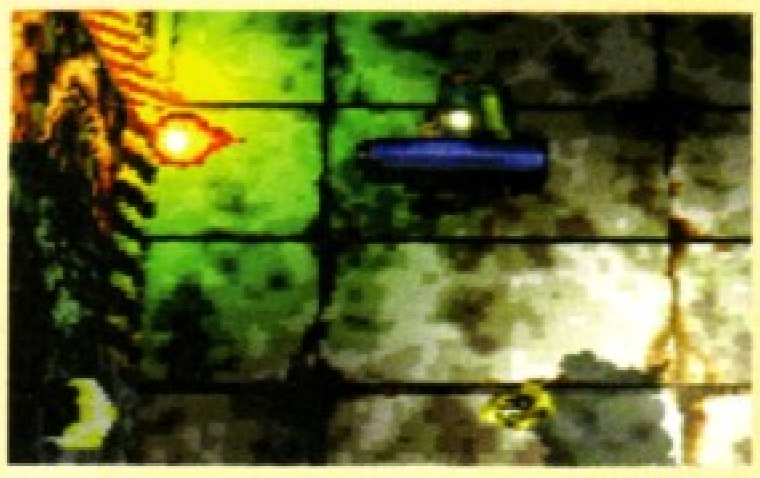
CONTESTANT 4. BOUNCA



Well, no prizes for guessing his chosen occupation. Bounca is the densest member of the crew, something which is immediately obvious upon meeting him. His favoured weapon is a missile launcher, which bears a striking resemblance to a pair of ladypillows. If he's feeling particularly cross, he'll fire his ultra bomb, the frag missile!











WHO IS F.U.B?

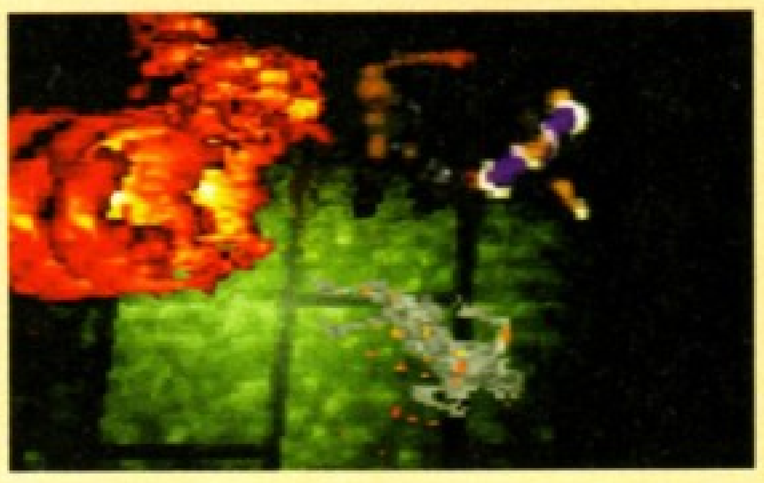
Well, no one really knows where he came from, but at one time he was the warden in the prison. However, the time he spent on the inside has certainly taken its toll on him, and he's gone slightly mad. He pitches the prisoners against each other and has even developed a machine which changes the laws of physics. It's quite bizarre then that the only people who can possibly stop him are the prisoners, a large amount of whom have done very little to wind up there in the first place. However, F.U.B. is using the prisoners for his own little experiment – if he sets traps all around the prison and inmates are unable to escape, it's an indication that he's ready to take over the world. Believe me, you do not want to cross this man.

IT'S DEFCON ONE!

It's certainly a state of emergency in the RAULF prison, that's for sure. Which is obviously why Gremlin drafted in masters of mayhem, Pop Will Eat Itself to create the music for the game. Well, we say created, but they actually re-mixed a couple of the tracks from their latest album, Two Fingers My Friends. The music was originally selected for the Playstation version, but unlike another recent Playstation conversion we could mention, the music will stay in for the Saturn version. It won't be remixed or anything, but, hey! at least people are beginning to get together some decent music for the Saturn.





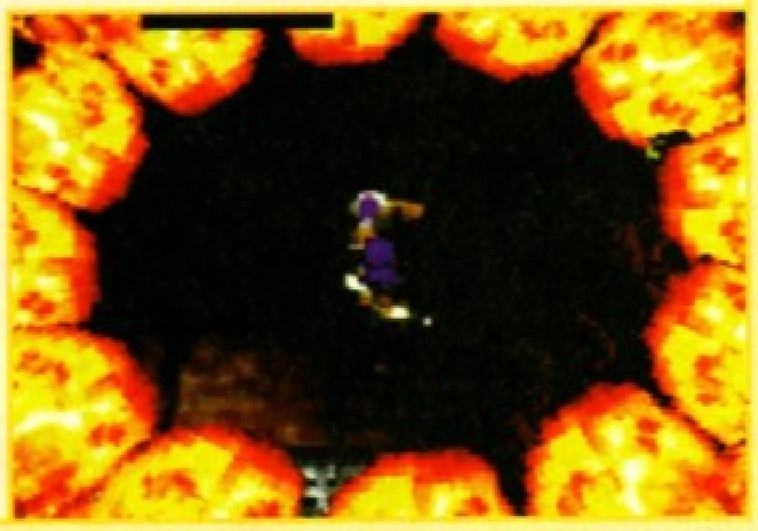


CONTESTANT 5. BUTCH

He looks a bit mad, doesn't he. He's a transvestite too, but don't think that means he has a lovely feminine side to him. No, he's quite the most disgusting character in the whole game. Pick him and you can be sure of a gung-ho adventure to freedom, as his chosen weapon is a flame thrower with an explosive ring attached!





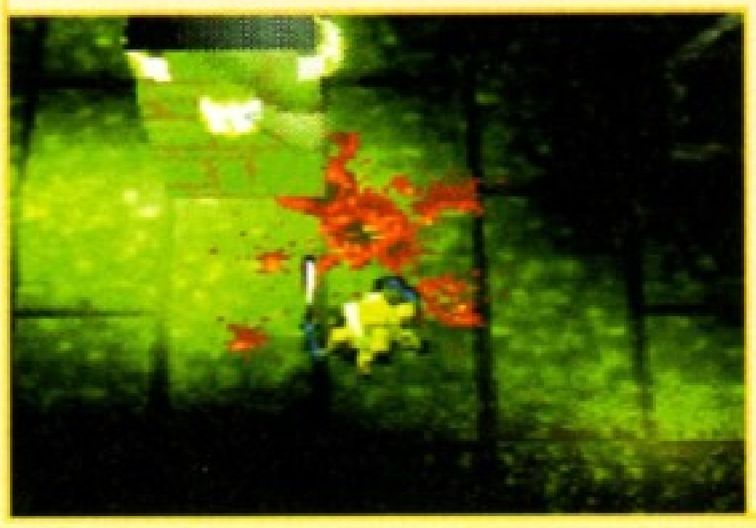


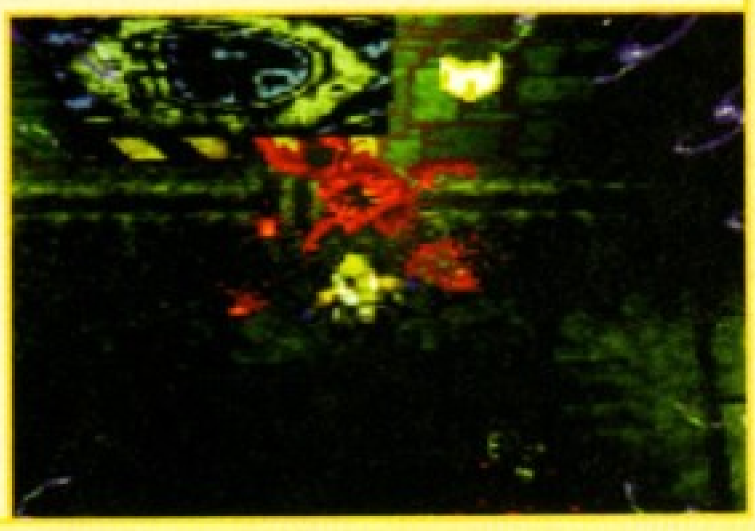




CONTESTANT 6. VOX

Damned by her devastatingly good looks, Vox has developed a muscular physique and an extremely sharp tongue to combat any budding romeos. Her special weapon is the Hail Flail, a vocal blaster that when fired up, can knock out everyone in the area with a powerful sonic blast. Ear plugs are an option when facing this lady.









WHAT'S IN STORE?

Loaded did really well on the Playstation when it was first launched, and is still selling fairly well, even now. This pretty much guarantees its success on the Saturn, although it's still going to be around a month before the game is actually available in the shops. But we will have the review in next month's issue. And after that, we'll be bringing you the first preview of Loaded's sequel, Re-loaded!

TO DIE FOR

Die Hard is unquestionably one of the most popular action films around, ranking along side the likes of Aliens, Lethal Weapon and Terminator. Probe take on the awesome responsibility of making the Die Hard Trilogy every bit as exciting. But first, some acting tips



1



2



3



Welcome to the first in our new series of programmes sponsored by the Royal Academy of Dramatic Arts where I, Donald Braithwaite, take you through the ins and outs of movie cop conversation and offer my own interpretations and alternatives to this interesting and flavoursome style. Our first example will no doubt be familiar. It's from Lethal Weapon:

MURTAUGH: *Are you as good as you say you are?*

RIGGS: *[Pause. Intent look.]In Laos I shot a guy from 400 yards in a high crosswind. Only two, maybe three guys in the world could have made that shot. Only thing I was ever any good at.*

This form of cop banter is known as the'I'm the best' technique. It's where the crazy cop on the edge has to prove that the reason he's a crazy cop on the edge is that he's a tortured law-enforcing genius. You might feel that Rigg's 'I'm the best' assertion isn't convincing enough. Why not try embellishing it a little...

RIGGS: *[Pause. Intent look.]In Laos I shot a guy from two miles. There was a high crosswind, a vast flock of migrating pigeons and a huge balloon fair in progress. Only I could have made that shot. Me. I'm the best.*

Notice how with this alternative we are completely convinced of Rigg's assertion and have no doubts about his abilities as a marksman.

Another example. How about this scene from Dirty Harry...

HARRY: *Well punk, did I fire six or only five? In all this confusion I kind of forgot myself. Well punk?Do you feel lucky?*

Here Harry uses the typical 'baiting technique'. By inquiring as to whether the assailant feels lucky he is in fact doing quite the opposite, and simply baiting and teasing a man who he has succeeded in making utterly powerless. The expression thus turns in on itself. It could be read like this:

HAROLD: *Hallo there. You are most certainly under arrest, the fates having conspired to rid you of even the faintest hope of good fortune. Nevertheless I shall engage in a little banter simply to revel in my superiority and hard image. Well alternative culture type? Are you feeling rather perturbed? Come with me down to the cop shop now please.*

So, there you have it.

Next week we'll be looking at scenes from 'Die Hard With A Vengeance' using the perspective of the anti-anti-hero who's actually quite nice. The programme's entitled 'Die Softly With Little In The Way Of Recriminations'. Until then, 'are you looking at me?!' Hahahaha. Bye now!

>>





The map on the bottom left tells McClean exactly where he is in the building and also lets him know when any of those nasty German terrorists are about to come sneaking round a corner.



THRILLOGY

When the programmers at Probe were deciding on how to go about putting the Die Hard game together, their initial plan was to make it a kind of racing game with Bruce jumping from car to car. Fox wanted the game to link more closely with the films though, prompting Probe to come up with the idea of having three games in one. Each game adapts one of the films, following its plot and scenic details very closely. Here's a look at each of them:

DIE HARD

John McClean is flying over to LA to see his estranged wife and kids. He's a hard bitten New York cop who knows the score and isn't one for accepting wooden nickels, yet he's having a hard time coming to terms with his wife's modern-career-woman image. After arriving at the Yakatomi skyscraper and having a spot of marital discord he retires to the bathroom just when the terrorists turn up and take everyone hostage. So now John boy is on his own and left with the task of killing all the bad guys and saving everyone else. In this first game, Probe have decided on a shoot 'em up in the Loaded style. Starting in the basement rather than the bathroom, McClean's plan is to make his way up to where the hostages are being held. Starting with only his standard issue revolver, he has to go exploring in search of more destructive weaponry. This he finds when he disposes of one of Gruber's many henchmen. There's plenty of ammo to pick up, much of which is exactly the same as you'll see in the film — grenades, uzis *et al.* The Die Hard game focuses on the pleasures of chaotic explosions, shattering glass, mass death, and the kind of mayhem that made the film so appealing. In fact, of all the games, this is the one that sticks closest to the film, right down to the finale in which McClean stands off with his Teutonic nemesis Hans Gruber.

At the moment, the Die Hard chapter in the game is the most complete and subsequently looks the most impressive. The action is viewed from behind and above your McClean sprite enabling you to fully enjoy the madness that ensues. The 3D backdrops are highly interactive and you're generally free to shoot at anything you don't like the look of, right down to the naff potted plants in the offices. There's even office sprinklers that are set off once you manage to get a bit of a fire going.



John boy starts his mission in the basement, works his way up to where the hostages are all being held and lastly to Gruber himself.



Do you recognise the scenery? It's where the big office party was being held before it was rudely broken up by several deaths.



Are you sure this is Die Hard? Going by this screen shot it looks more like The Day of the Triffids. Oh, and watch out McClean because there's a terrorist in that office on the right!

DIE HARD II: DIE HARDER

They thought it couldn't happen again. Even McClean himself comments, "How could the same thing happen to the same guy twice?!" What our beloved fictional character doesn't know is that he's got to go through it all again in order to make dear ole' Bruce Willis and various studio execs a bucket full of fast bucks. The sequel, subtitled Die Harder is set at Christmas time again. This time John is waiting at the airport for his wife who he's now eternally happy with and everything. But would you believe it — terrorists! Up they pop, this time trying to smuggle some Central American Commie scum back to drugsville. To do this they take control of the airport and in a demonstration of their power cause a British flight to crash, much to the amusement of American audiences no doubt.

Cue the second game instalment, this time styled heavily on Virtua Cop. McClean travels through the airport on a path designated by the CPU, using the crosshair to pick off enemies. It takes him out to the terrorist hideout where he ends up involved in a snow speeder chase and then back to the airport where the traditional explosive finale takes place. The final scene where the aeroplane explodes has yet to be included although it will definitely be in there. For now, what you've got are plenty of enemies who carry machine guns or throw knives and grenades which can be shot out of the sky. As in Virtua Cop, the programmers have ensured that each enemy has their own style of attack and don't simply stroll on like pieces of fodder awaiting slaughter. It also means that, like Virtua Cop, they have different ways of taking a hit be it slumping to the ground or diving back with the power of the blow. At the moment, Die Harder is played with either the mouse or the joypad, although there are plans afoot to make it compatible with one of the Saturn light guns.

"Ohhh, the weather outside is frightful, but the hmmm da dum delightful, dum a hmm nmm ba dum, let it snow let it snow let it snow!" goes the song in Die harder. Kind of.







Stacks of evil Columbian types and turncoat marines await prompt slaughter at the hands of New York's finest.





McClean gets hold of better weapons when he slaughters terrorists. There are plenty of neat things like a machine gun, grenades and the like. But what about those detonators eh?





The Die Harder game takes in some of the most famous scenes in the film. You'll recognise the above action from the snow speeder chase that happens late in the film.





NO BRUCEY BONUS

The astute among would no doubt have noticed that the John McClean sprites looks nothing whatsoever like Bruce Willis. (Note the lack of hair on the back and too much hair on the head). The only thing that is similar is the greasy white vest. The reason for this lack of Bruce is two-fold. Firstly, gaining permission from Bruce Willis would inevitably have involved forking out further royalties, and secondly, Fox were keen to see the game gain a reputation in its own right without being too dependent on the popularity of the films and its grisly star.

DIE HARD WITH A VENGEANCE

Ok, so by now both Bruce and the studio execs are starting to milk it a bit, but there are a couple of things that make the third instalment of the Die Hard series better than the second and they are the actors Samuel Jackson and Jeremy Irons and the fact that the budget is bigger than ever. Having given up on LA, the action is now staged in New York. Jeremy Irons plays the arch villain Klaus Gruber, brother to Alan Rickman's Hans Gruber in the first film. This time the motive is not money but revenge, and Klaus has arranged a series of explosions set to detonate in various locations around the Big Apple if McClean doesn't follow his instructions to the letter.

For this third instalment of the game, Probe have decided to do away with the guns and place McClean in a car that goes racing through the crowded streets of New York in an effort to get to the next explosion before it goes off. A stop watch on the bottom left tells him how much time he's got, and the idea is to get to the bomb (planted in telephone boxes initially) and simply run it down. A map informs McClean of the route he has to take. Things get more chaotic when the bombs he has to diffuse are planted in moving cars. Only by barging them off the road will McClean succeed in preventing them from exploding. This race against time is naturally confounded by the volume of pedestrians McClean has to avoid running down and other cars. A crash means he'll lose valuable time and if he loses it all then New York burns! Again, Probe have ensured that there is a lot of attention to detail in relation to the film. There are four angles from which to view things, with the in-car and behind-car views proving the most exciting. The best thing of course is the opportunity to mow down lots of New Yorkers as they stroll nonchalantly over the highway.




Crashing has a habit of slowing you down.


The clock tells you how long you've got left.








If you don't succeed in diffusing the bombs in time then a distance shot lets you witness the huge explosion as another bite is taken out of the Big Apple. And it's all your fault.







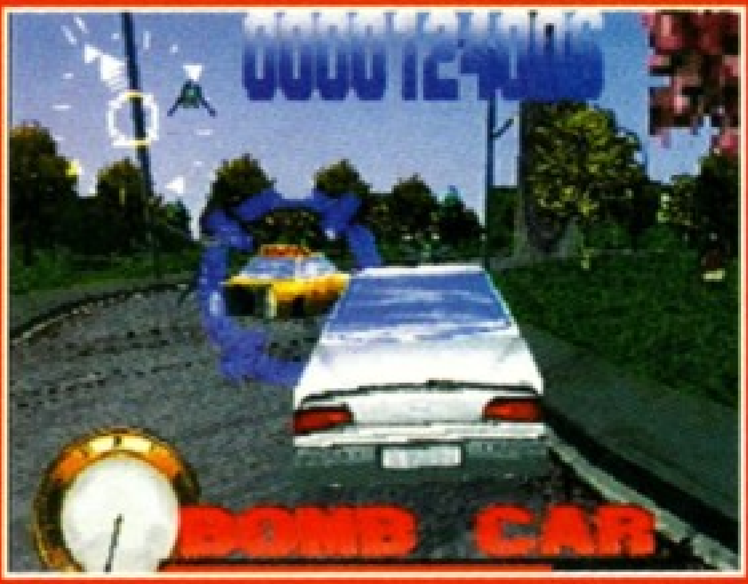




GAMAGE A TROIS

I know what you're thinking; 'Three games in one? That means that each of them will be a third as good as a usual game.' Your cynicism is perhaps justified, but let me put those doubts at rest. Although as yet unfinished, what we've seen of Die Hard Trilogy is looking excellent. In fact, each game could be a release in its own right, which uncannily enough was Probe's original intention. They were going to release a game based entirely on the third driving part of the game with Bruce jumping about from car to car and the like. Fox however insisted that they incorporate all of the films in the trilogy and as a result Probe have spent much more time devoting themselves to a faithful portrayal of the scenes and events in the movies.







IN RECEDING ORDER

When Bruce Willis appeared in Die Hard it was his first major film role. Before that, you might remember him from Moonlighting in which he stared with Cybil Shepard. You know the one, it had that song by Al Jarreau in it and was typically slick Eighties stuff. Die Hard made ole' Brucey an A1 film star and the movie roles soon started rolling in, many of which rolled out again straight into video shops due to their flop-like nature. But Die Hard had established a reputation for itself and it wasn't long before Bruce was talked into making a sequel. The second of the films is perhaps the weakest of them, although it's still a cut above the Van Damme/Chuck Norris school of action films. In Die Hard With A Vengeance things were brought back up to par with the re-emergence of the classic villain, this time in the shape of Jeremy Irons, brother to the brilliant Rickman in the first Die Hard instalment. In fact, you can chart the success of the Die Hard trilogy along side the Lethal Weapon series. The first was the best, the second was the one that most people tend to forget, and the third succeeded in moving back to the standard of the original. Spooky! Oh, and another thing, if you find that your repeated viewings of the Die Hard series are becoming a bit boring, why not divert yourself by analysing the series in terms of Bruce's hair. From Die Hard's relatively complete barnet we eventually arrive at Die Hard With A Vengeance's burgeoning slaphead! Hip hip hairay!





Die Hard With A Vengeance is probably the second best of the Die Hard films after Die Hard itself. The reason? Why lots of bally marvellous British villains of course! This time it's Jeremy Irons, fictional bro' to dear Alan.

SPIELE DEALERS



Europe is known for producing some of the most talented and innovative developers in the world. Every major software house is busy scouting for new talent to buy up. Ocean's latest partners, German team Neon, might just be something of a find for the plucky Mancunians...









As you can see, these graphics are very nice. The light sourcing and all that gubbins is highly pretty, and really helps to change the theming of the levels.

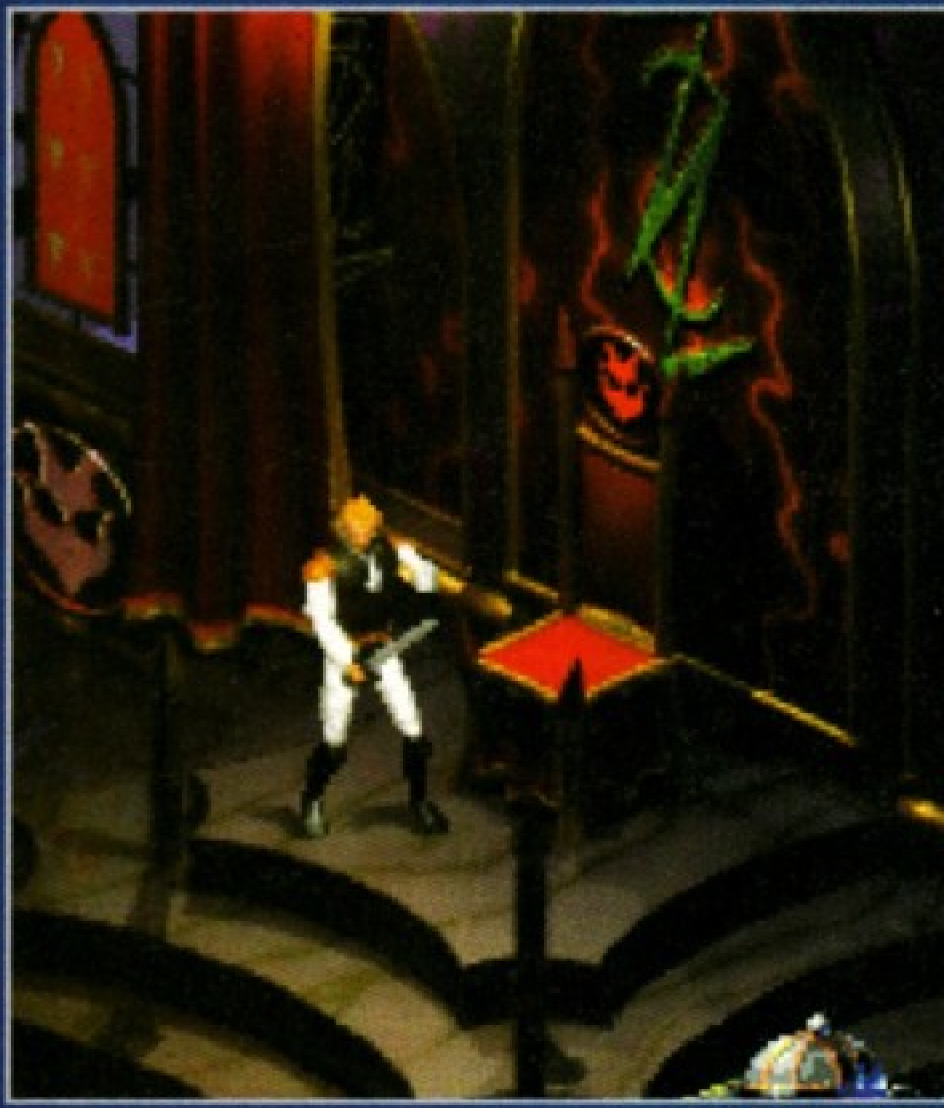
Deutschland, Deutschland, uber alles. Sauerkraut and beer. No speed limit on the motorway. Ocean games. That's Germany for you, financial capital of Europe. The country where you get a day off school if the temperature hits 30 degrees Celciuses (or Centigrades as we used to call them in Blighty). The country where even if it's brass monkeys outside you still get to leave school at lunchtime. In fact, the country where it's probably ace to go to school, but a bit of a pain at the end of it when you have to do your national service (although you can do it in a hospital if you're a conscientious objector) and listen to The Scorpions and David Hasselhoff's Night Rocker album.

But look on the bright side, your fellow countrymen may just be responsible for some of the loveliest looking Saturn games so far. The chaps we're talking about are called Neon, and they're a new outfit on the consoles block, who cut their Ocean-licensed teeth on the smart platformer Mr Nutz. But there's not a hopping squirrel in sight in any of their current projects (which there was in Mr Nutz). Oh no, these are your genuine, cutting edge three-dimensional 32-BIT tours de forces.

But they're tours with a story, hep cats, and SATURN MAG is here to spill the beans. Of the three titles on offer two, Tunnel B1 and Viper, started life as the very same game. To this day they share a game engine, but where Viper goes for the airborne approach, Tunnel B1 confines your exploits to terra firma. This was Ocean's idea, who saw the amalgamated fly/drive version some time back and suggested that perhaps a separation was in order. Not to make twice as much money from the same game engine, oh no. Simply because certain elements of such gregarious gameplay were cramping each others' style. The third title in the triumvirate is the more conventional RPG Vanishing Powers, which goes some way to illustrating the diversity inherent in the team's tastes.

Schedules and Ocean's generosity willing we should hopefully be able to bring you an interview with the lovely, handsome Neon lads. For now though you'll have to be content with a good gawp at their equally beautiful games. Now, we'll be honest with you, the games pictured in this feature are the PC versions. Neon are developing on the PC to convert to console, and at the moment the Saturn versions are locked away so we can't print pictures of them. Neon reckon they can handle the port-across dead easy, but bear in mind that the relative quality of the Saturn conversions is entirely down to Neon's talent. We wait with breath suitably bated.





Vanishing Powers features this blonde bloke with a sword. He's on a quest, you know, so don't stand in his way, or he'll chop you down.



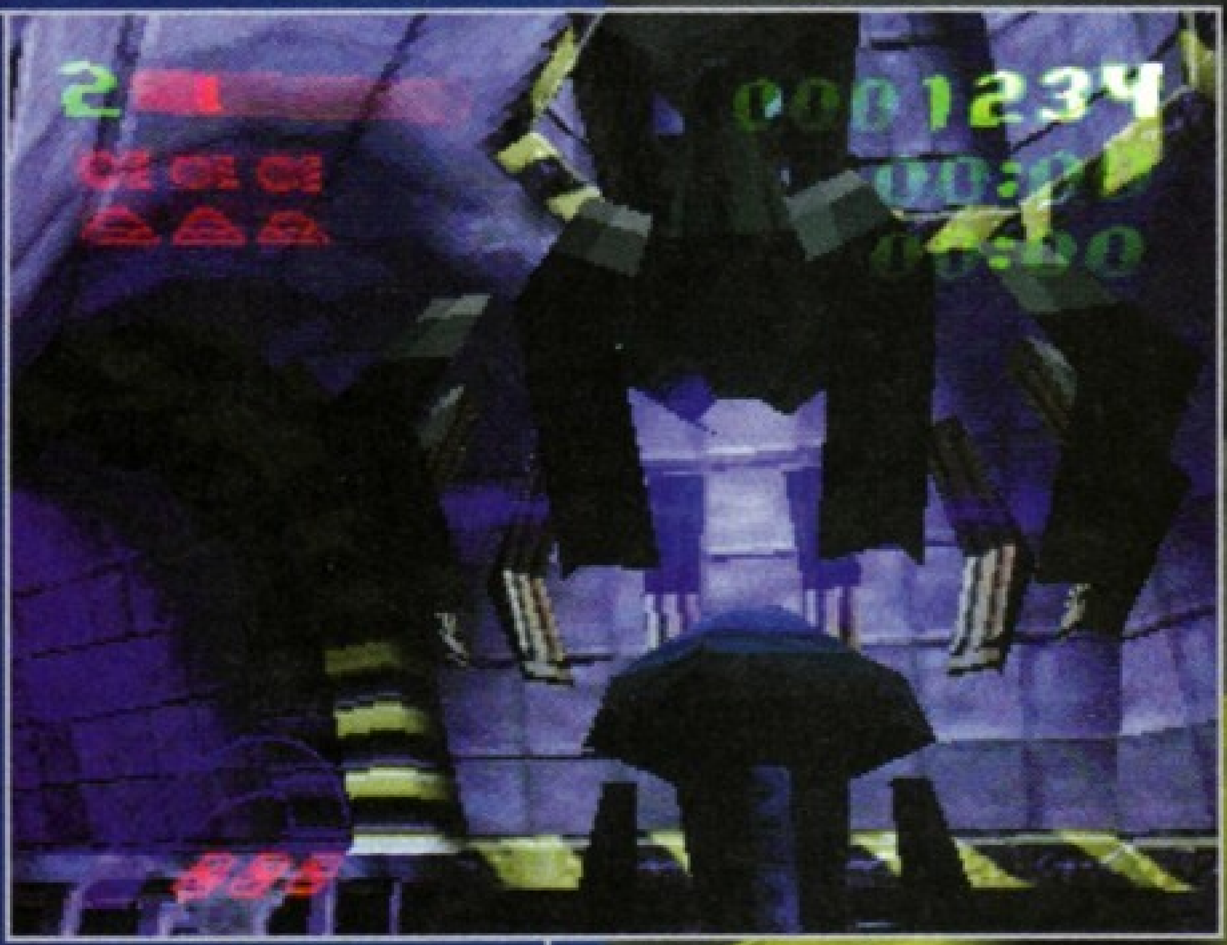








I say, this is all a bit action-packed and scary. Hopefully the Saturn version will turn out just as beautiful.





TUNNEL B1

The closest of Neon's pack to completion is Tunnel B1. It's a cross, so we're told, between first-person PC blasting titles like Descent and Quarantine and high-speed console-y racer titles like Rally or Daytona. We actually think that's a bit misleading though, so Ocean had better think of another way to describe it to future journos looking for help with writing their features.

It is indeed high of speed, but the only real racing link we can ascertain is a time limit for each stage (although this is pretty tight). And even then, once you've built up enough speed and momentum the blast-centric game structure forces you, the player, to stop every once in a while to blow lots of enemies away. And, thinking about it a bit more, you don't even drive a car. You pilot a floating low-altitude hover car more akin to those found in Cyber Speedway or WipEout. Plus the levels are more claustrophobic than the relatively free-form Quarantine. It's more Doom-esque insofar as spatial geometry goes.

So what you basically have is a fast-moving blaster set in a bunch of tunnels (hence the name), with occasional glimpses of a wider outside world. This might not sound like its mining a worn seam, but Neon are confident Tunnel B1 has what it takes to stand out from the pack. For starters the graphics are gorgeous. Not just so far as speed and texture mapping goes (although both are exceedingly impressive), but especially with the light sourcing, which reflects not just the positioning and intensity of light, but the effect the architecture of the levels have on it.

A similar approach has been taken to the sound effects, which reverberate in cavernous rooms, deaden in the damp and so on. Also, in the manner of many a good game, it's an absolute pain when you first give it a go. The controls take plenty of getting used to. Perhaps because our feeble Earth minds are unable to comprehend controlling a vehicle which hovers on waves of magnetic energy, or perhaps because Neon programmed it that way. Suffice to say you'll spend the first ten minutes cursing Tunnel B1 and anyone who had anything to do with it. After that it should be great.

Sadly we were only able to get a crack at the PC version at this point in time (the Saturn conversion, whilst well under way, is being kept under wraps for now), but Ocean reckon the completed Sega product should match up to the high standard set by Tunnel B1. Lots more is left to go into the game, so rest assured we'll bring you more on this as soon as we've got it.













VANISHING POWERS

Last month we had a bit of moan about how nearly all RPGs are set in some sort of Tolkeinian fantasy world of goblins and gorgons. Well sadly for people who can't stand any of that fannying about with spells and prefer big guns and cybernetics, Vanishing Powers does nothing to reverse the tide. But let's not be narky about it, because Neon are German after all, and Germany did give us lamentable horror-metallers Helloween so perhaps this is an effort to redress the balance of quality swords 'n' sorceries coming out the country (he says, generalising madly).

Anyway, Vanishing Powers is the most regular-looking title from Neon. It's an isometric view adventure, with you taking control of a gullible hero who has pledged to return the ailing powers of his favourite Goddess, like the fool he is. Of course, there's no end of monsters and puzzles in the way, which require the use of brain and some arcade skills to overcome.

Vanishing Powers already has an extensive map area, and this is set to get still bigger. Plus it features highly pleasing animation getting down on the smoothness tip.





If searching for Vanishing Powers ever gets too much for you, why not take a break under the shade of a lovely palm tree. Irie, irie. Here comes de Lilt man. Or a goblin, depending.



VIPER

Viper is, as yet, at a pretty early stage of development. The basics of the game, as previously explained, are all in place because it uses the same 3D engine as the more nearly-finished Tunnel B1. But whilst the code is complete there's still lots and lots of work to be done on the levels. As a result, it's hard to formulate an initial impression as to the quality of the gameplay.

An initial reaction to the quality of the graphics however, would be "Cor blimey", because Viper looks absolutely ace. It's a helicopter-based shooting game, which puts the player in the formidably frosty boots of an urban police anti-terrorist helicopter pilot (or something like that). This means you're charged flying around a succession of cities blasting billions of airborne, and groundborne, targets to smithereens, whilst avoiding the same fate yourself and protecting the good citizens who work, rest and play within the towering skyscrapers which comprise the levels.

The controls method in place already feels nice. Not simulation-realistic, that's for sure, but it conveys a reasonable illusion of powered flight without scotching your shoot 'em up fantasies of frankly impossible combat manoeuvres. The graphics uphold this vision, by being as solid and smooth as you like, with a quite brilliant grasp of depth perception. Now, the game might actually turn out to be crock of trousers, because there aren't many enemies or objectives ready at the moment. But being happy go lucky fellas, we at SATURN MAG think this might turn out to be lovely.



reader survey



Win free games for a year!

Us Sega Saturn Magazine. You readers.

Until now our relationship has been based on this Tarzanesque form of communication. But we want to move on from this primitive badinage and establish a warm and loving intimacy that knows no bounds. We want to go dancing through the daisies with you, we want to spend long hours with you at cosy al fresco cafes, we want to sit with you watching the sun set over mountain vinyards, we want...oh, ok, what we really want is for you to fill in this survey.

Filling in surveys is, as I'm sure you know, actually quite boring. So, as a bit of an incentive we're offering you a chance to win free games for a year. Yes! That's right! For a whole year! If that doesn't get you ticking those boxes, we don't know what will. Send your completed surveys to SURVEY, SEGA SATURN MAGAZINE MARKETING DEPT., PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1. Are you:

Male ❑ Female ❑

2. How old are you?

Under 10 ❑
11 – 16 ❑
17 – 20 ❑
21 – 25 ❑
26 and over ❑

3. Are you:

At school ❑
At college ❑
In employment ❑
Other (please specify):

....

4. Which machines do you own?

Sega Saturn ❑
Sega Megadrive ❑
Sega Game Gear ❑
Super Nintendo ❑
NES ❑
Game Boy ❑
Sony Playstation ❑
Atari Jaguar ❑
3DO ❑
PC ❑
Neo Geo ❑
Other (please specify):

....

5. Which machine are you planning to buy next?

Sega Megadrive ❑
Sega Game Gear ❑
Sega Saturn ❑
Super NES ❑
NES ❑
Game Boy ❑
NU64 ❑
Sony Playstation ❑
Atari Jaguar ❑
3DO ❑
PC ❑
Neo Geo ❑
Other (please specify):

....

6. If you are planning to buy a Next Generation console, who will be the purchaser?

You ❑
Parents ❑
Friend/relative ❑

7. How many games do you own?

None ❑
1-5 ❑
6-10 ❑
11-20 ❑
More than 20 ❑

8. What was the last game you purchased?

....

9. Which game are you planning to buy next?

....

10. How much time each week do you spend playing video games?

Less than an hour ❑
1-2 hours ❑
2-4 hours ❑
4-6 hours ❑
6-8 hours ❑
8-10 hours ❑
More than 10 hours ❑

11. How often do you buy video games?

Less than twice a year ❑
2-4 times a year ❑
4-6 times a year ❑
6-12 times a year ❑
More than once a month (please specify):

....

12. How do you choose the games you buy?

Good review in magazine ❑
Good review on TV ❑
Like the look of it ❑
Recommended by a friend ❑
Recommended by shop staff ❑
Special offer/promotion ❑
Bought by parent ❑

13. What sort of games do you enjoy the most? (Tick three of the following.)

Beat-'em-ups ❑
Shoot-'em-ups ❑
Platform games ❑
Sports games ❑
Adventure games/RPGs ❑
Strategy games/Sims ❑
Racing games ❑
Puzzle games ❑

14. Where do you buy your games?

Electronics Boutique (Future Zone) ❑
Game ❑
Game Zone ❑
HMV ❑
Virgin ❑
Woolworths ❑
WH Smith ❑
John Menzies ❑

Dixons ☐
Boots ☐
Toys R Us ☐
Our Price ☐
Specialist Shop ☐
Mail Order ☐
Other (please specify):

....

15. How often do you buy SEGA SATURN MAGAZINE?
Every month ☐
Occasionally ☐
Whenever there's a good game in it ☐
Only when there's a free gift ☐

16. Why did you buy this issue ofSEGA SATURN MAGAZINE?
Get it on subscription ☐
Cover promotion was good ☐
Exclusive game information ☐
Latest review/preview information ☐
Generally good for game info ☐

17. Which sections ofSEGA SATURN MAGAZINE do you love the most, and which do you hate the most? (Please tick three boxes in each column.)

	LOVE	HATE
Cover	☐	☐
Contents	☐	☐
News	☐	☐
Editorial	☐	☐
Previews	☐	☐
Reviews	☐	☐
Tips	☐	☐
Showcases	☐	☐
Q&A	☐	☐
Coin Operated	☐	☐
Special Features	☐	☐
Out Now	☐	☐
In Development	☐	☐
General Design	☐	☐

18. If there was one thing you could change about SEGA SATURN MAGAZINE to improve it, what would it be?

....

....

....

....

....

19. Which other games magazines do you buy?
C&VG ☐
Maximum ☐
Sega Pro ☐
Sega Power ☐
GamesMaster ☐
Ultimate Future Games ☐
Edge ☐
Games World ☐
X-Gen ☐
Game Pro (UK) ☐

20. Which types of non-game magazines do you regularly buy or enjoy reading?
Comics ☐
Sports mags ☐
Music mags ☐
Movie mags ☐
TV mags ☐
Lifestyle mags ☐

21. What sort of free gifts do you like most? (Tick two of the following.)
Special game booklets ☐
Demo CDs ☐
Postcards ☐
Toys ☐
Tips booklets ☐
Badges ☐
Stickers/transfers ☐
Posters ☐
Videos ☐
Scratchcards ☐
Money off vouchers ☐
Other (please specify):

....

22. What do you most like to see in a special game booklet? (Tick one of the following.)
Exclusive first look at game in progress ☐
Extended review ☐
Exclusive tips and cheats ☐
Interviews with development staff ☐

23. List your top five software houses:

1..........

2..........

3..........

4..........

5..........

24. List your top five games of all time:

1..........

2..........

3..........

4..........

5..........

25. Which of the following activities do you enjoy most? (Tick three of the following.)
Watching TV ☐
Watching videos ☐
Going to the cinema ☐
Listening to the radio ☐
Playing sports ☐
Listening to music ☐
Reading a book ☐
Going to parties ☐

26. What are your three favourite TV programmes?

....

....

....

....

27. Which of the following do you regularly buy? (Tick three of the following.)
CDs ☐
Videos ☐
Shoes/trainers ☐
Crisps ☐
Tapes ☐
Clothes ☐
Sweets ☐
Drinks ☐
Take-away food ☐
Books ☐
Comics ☐

28. Are there any features that you consider important in a games consoles other than their ability to play games? (Tick one of the following.)
Playing audio CDs ☐
Playing video CDs ☐
Internet access ☐
Multiplayer facility ☐

29. Do you have access to a PC?
Yes ☐
No ☐

30. If yes, what do you use it for?
Games ☐
Word processing ☐
Internet ☐
For work ☐
For study ☐
Other (please specify):

....

Name:..........

....

Address:..........

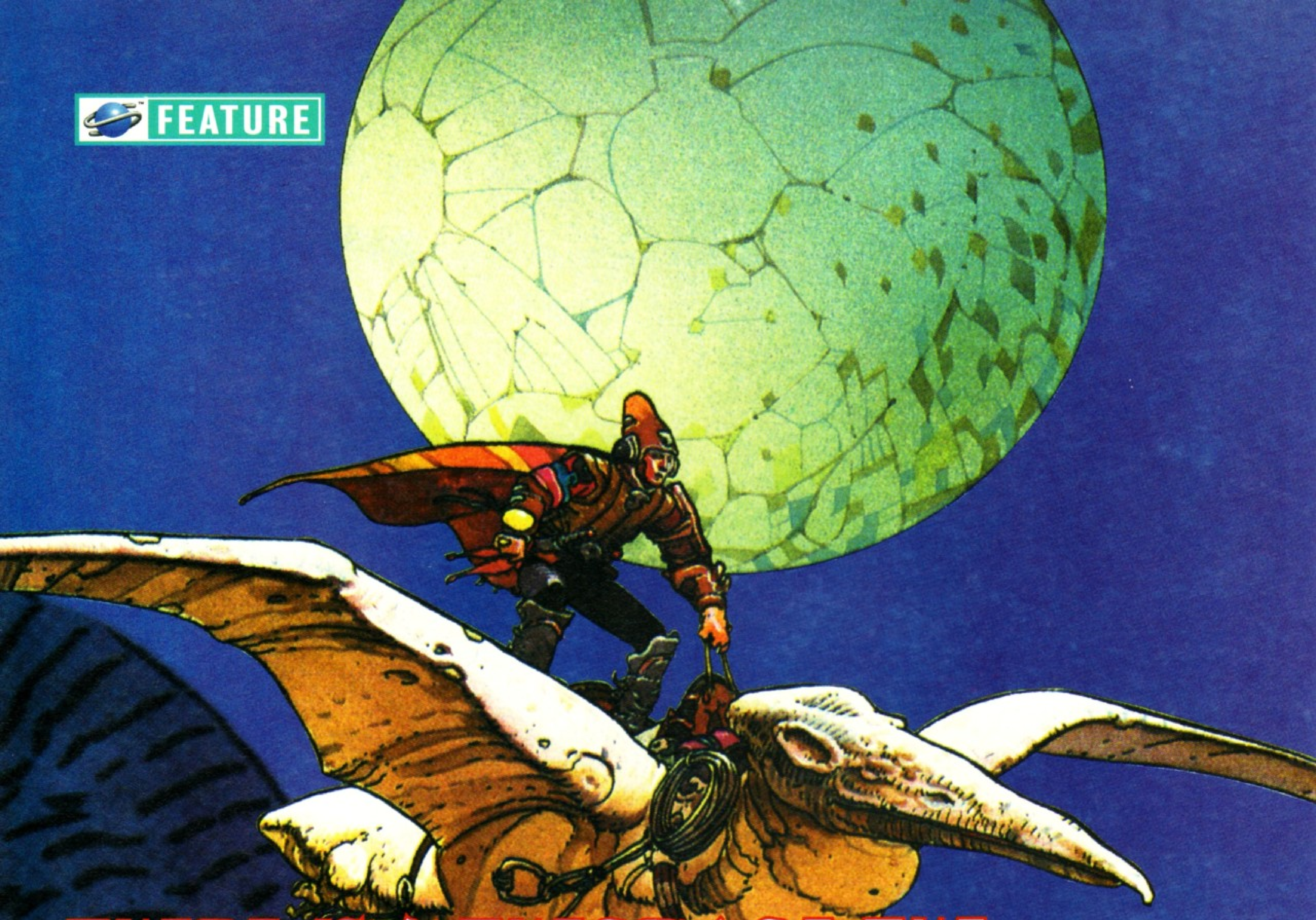
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DON'T DELAY – POST IT TODAY!
Remember: Your reply must reach us by the 30th of June 1996 to be entered into the prize draw!



THERE IS A THEORY OF THE MOEBIUS...

Amazed by the sheer graphical brilliance of Panzer Dragoon 2? Wondering just where those crazy, madcap programming guys got all their ideas from? Well, so were we. Luckily, after a little bit of scrabbling around in the virtual dust, we found out. And it's not good news. Can you believe it – they nicked everything from a trendy French graphic artist? Here to provide the damning evidence is SAM HICKMAN.

Yep, everyone has to get their inspiration from somewhere, even the world's top game programmers. And there's been plenty of times in the past where comics have been directly responsible (or to blame, depending on how you look at it) for a game conversion, But Team Andromeda's inspiration is slightly more subtle than a direct comic-to-game conversion. Their inspiration comes from Jean Giraud, the artist behind the Moebius series of comic books. Now, unless you're a comic fan, it's probable that you will never have heard of Jean at all. But you might have noticed some of his work in films such as The Abyss, Alien, Blade Runner and Dune. He helped out with some of the set designs. See the link now between these films and the sweeping (or claustrophobic) landscapes seen in the latest Panzer?

However, Team Andromeda's influence goes a little further than admiration for Giraud. In one of his books, Arzach, the story revolves around a mythical concrete pterodactyl on a mission to save the world. You don't have to look too closely to discover the startling resemblance between this and the dragon in Panzer Dragoon 2.

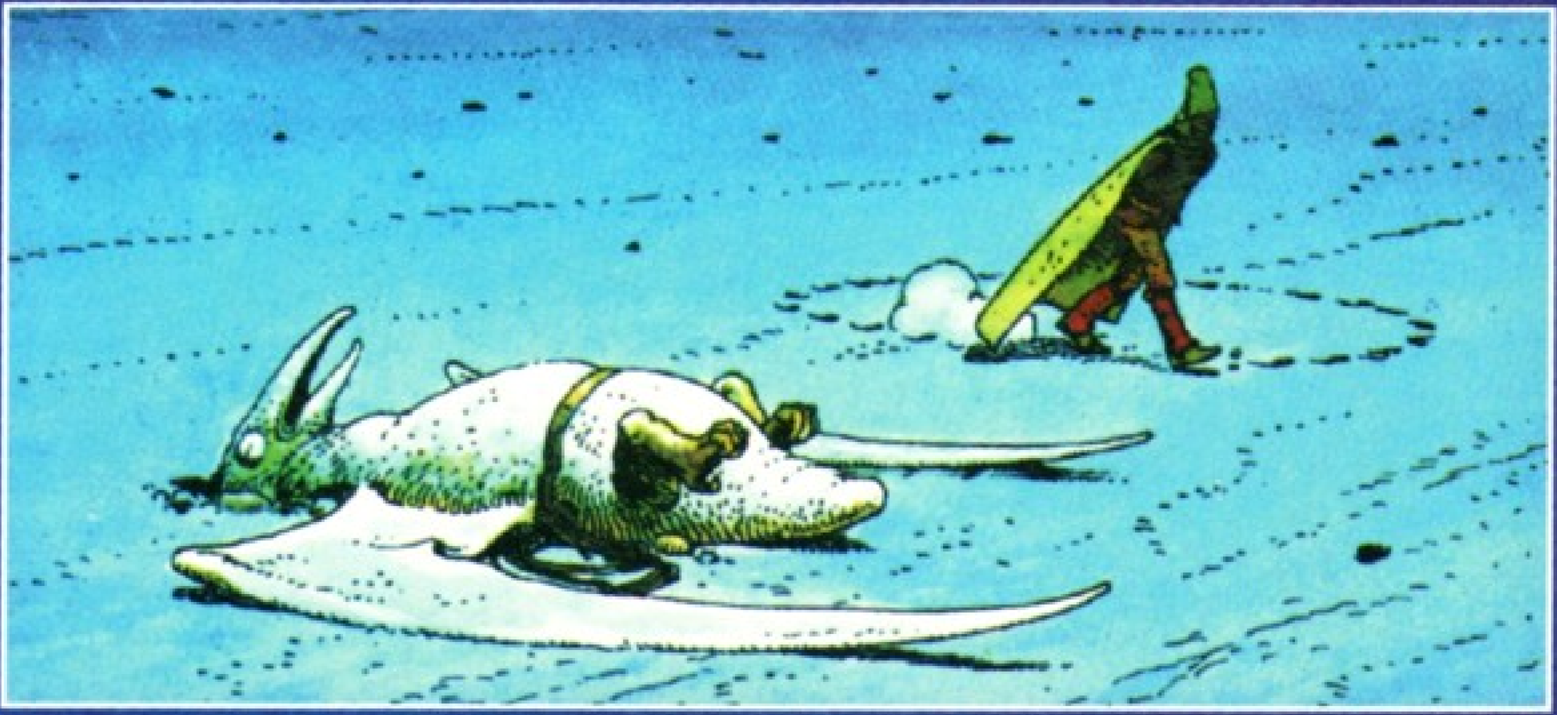


Moebius: Arzack® & © Starwatcher Graphics, Inc. Published by Dark Hourse Comics. Inc.

BUT THERE'S NO WORDS!

Jean Giraud, or as he is known by comic fans across the world, Moebius, is regarded as something of a god in his home country, France. Early in his career, the young artist went into his subconscious to a place in his mind he calls "the below" and dragged out the idea of Arzach, a warrior who rides across a dangerous blasted landscape on a concrete robotic pterodactyl. This warrior is on a quest. Quite what it is he is searching for is not made clear, but it seems to have something to do with women in various states of undress, ferocious monsters and vast pillaging armies. Moebius says he created the character in a dream state and this quality was passed on to the comic strip, which has no story in the normal sense of the word and carries no dialogue. But the setting is so eerie and the strip itself so well drawn that mere technicalities like a plot no longer matter.

With Arzach, Moebius revolutionised the comic book as much as the creation of superman did in the 1930s. Always in pursuit of a more adult audience in Europe, Moebius showed that comics could be as powerful and flexible as any other art form, and it need not be limited to musclebound men in tights whose only reply to the the complex problems of the world is a punch in the face. The comic he helped establish in France, Metal Hurlant was the blueprint for the very successful Heavy Metal magazine in the US and even British comics like 2000AD owe some of their quirky character to Moebius.





If you want to go out and buy some of Moebius's creations, remember that they're designed for an ADULT audience. Yep, this means there's quite a lot of violence (actually there's loads), nakedness and plenty of jokes about going to the toilet. Please don't blame us if you're offended by this. Thank you.

DIDN'T HE DUNE WELL?

It is not only comics that have come under Moebius' influence. Film, always a borrower from comics has benefited from the man's extraordinary imagination.

Moebius was employed in the first design team of Dune before the project was temporarily shelved. Soon after, a colleague from his Dune days, Dan Obannon was dossing down on Moebius' sofa. while he was there, Obannon wrote a comic script which Moebius drew, called The Long Tomorrow. Some time after Obannon wrote a screenplay for a classic sci-fi film that bears a striking resemblance to that comic. It is called Blade Runner. Moebius' flair for design and attention to detail has been put to good use on many other films since then. Although he was on the design team for Alien, he was instrumental in the design of the Nostromo crew's EVA suits.

It's pretty obvious then why Team Andromeda borrowed so much imagery from Moebius' comics. His characters, vehicles, buildings and landscapes are good enough for films so why not games too? Moebius' images slot very easily into a game because there's no set rules for creation as such – you can create whatever landscape you want with as many mythical creatures as you like – in fact, the usual rule is the more the better. Plus, you'd have to search very hard to find other comics filled with forests of floating crystals through which schools of whales effortlessly glide or a vast temple in the middle of an arid desert which is filled with naked green autists – these are exactly the kinds of scenes which are becoming ever more common in next generation games!

HERE'S LOOKING AT YOU...



Here's the original pterodactyl rider in Moebius' Arzach book...



...Now compare it to the more user friendly Team Andromeda creation!



SCALE-A-RAMA!



Arzach appears in many forms in the original comic book...



...But the dragon in Panzer Dragoon 2 is the same all the way through the game!

IT'S ALIVE!

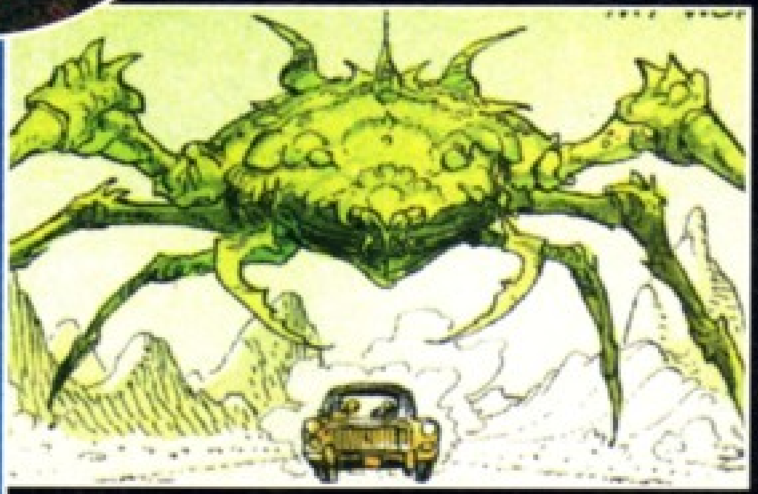


Moebius also created stunning fantastical landscapes, which his stories were based around.



The influence is clear in Team Andromeda's level backgrounds and landscapes.

EEK! A SPIDER



In one of Moebius' strips, a huge insect is featured, waiting to prey on a motorist...



You can see the influence in level 3's boss, a scary-looking insect with a pouncing attack!



MAXIMUM

Review *Index*

"You're going home in a Sat-urn amb-ul-ance". Oh yes, you'll be wearing concrete boots at the bottom of the river. With a Chelsea smile. You want some Eh Eh.

Ahem. Sorry about that. But we've been playing loads of footie this month and it's made us come over all funny. In fact, it's out to review of the month. There's loads more too, among them the near-legendary Panzer Dragoon Zwei. So, come on then Saturn tarts! Let's 'ave it!

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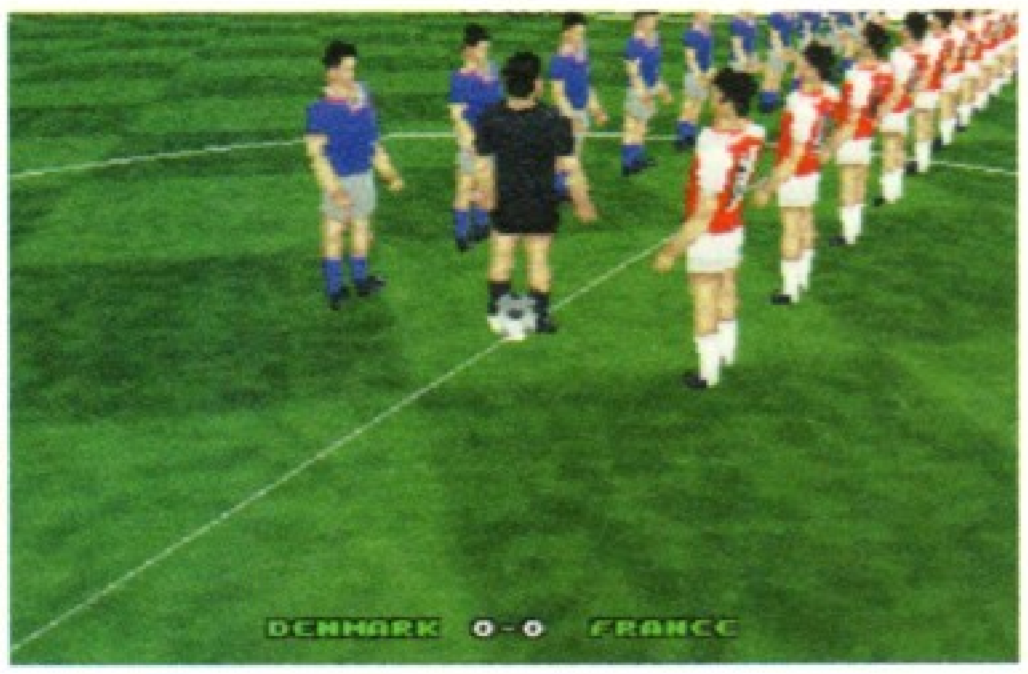






BY	SEGA
PRICE	£44.99
STYLE	SPORTS SIMULATION
RELEASE	MAY

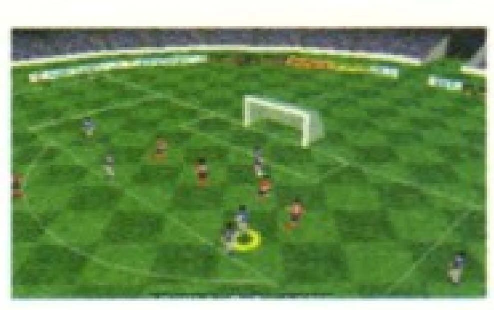
England, Scotland, France, Germany, Italy, Spain, Denmark, Bulgaria, Romania, Russia, Switzerland, Holland, Portugal, Turkey, Czech Republic, Croatia. What do they have in common? Euro '96 of course!







With Euro '96 only a month or so away and anticipation beginning to build, the release of Euro '96 is timed just about perfectly. While the in-game shots may make this look like a more or less straight conversion of Actua Soccer, it is more like 'Super' Actua Soccer. It comes with a complete overhaul in the design department to make it look the part for the European championship — lots of blue and white, Euro '96 logo and the rather sad Goaliath mascot. More than this though, Euro '96 features all of the football grounds in the championship, each in exact proportion and looking characteristically old school with the crowd leering out right on to the pitch.





Other additions include different teams, accommodating all of those playing in the European championship, as well a rumour that all the international sides present in Actua Soccer will be included in a cheat. (Watch this space!) But the touches I liked most were the little ones; more styles of goal celebrations taking in the extravagance of some of our more flamboyant European neighbours, crowd chants that are actually relevant to the teams playing, squad line-ups that are incredibly up to date, more set plays — basically all the things that go into making football the unique extravaganza it is.

Naturally there are plenty of stats to peruse and fortunately they're not just stuck in to make you think the games' more in-depth than it is, but actually have a bearing on how any one team or player performs. It's this kind of perfectionism that makes Euro '96 stand above its competitors. Perhaps the best example of this is the way that the markers beneath a players feet work. If the triangle starts to flash you're in shooting range, if it changes to a square then there are players in the box ready to accept a cross and so on. This manages to give a match greater coherence enabling you to weigh up exactly what your options are at any given time.

The game logic is superb. Should you choose to play as a class side you can expect players to read the game better. If you're playing the ball through a gap in the defence for example, one of the team will no doubt have read the play and be ready to pick the ball up. If you're playing with a crap side you often won't pull it off. It means you have to rethink your strategy and play to the teams strengths, just as it is in blessed real life.

To top things off, Euro '96 features the tidiest graphics and most dynamic animation of any footy game on the Saturn. The players express those sudden bursts of speed, the cheeky one-two's and arrogant free-kicks with all the presence of their living breathing counterparts. The attention to detail here means that moments of genius are all the more spectacular and you can of course savour them with the help of the replay facility. Add the irreplaceable Barry Davies and what you've got is without doubt the finest football sim on the Saturn and a worthy accompaniment to the great European championship itself. Play ball!

ROB



Lots of confusion outside the 18 yard box in this clash between Romania and France. The great Hagi plays for Romania.









Euro '96



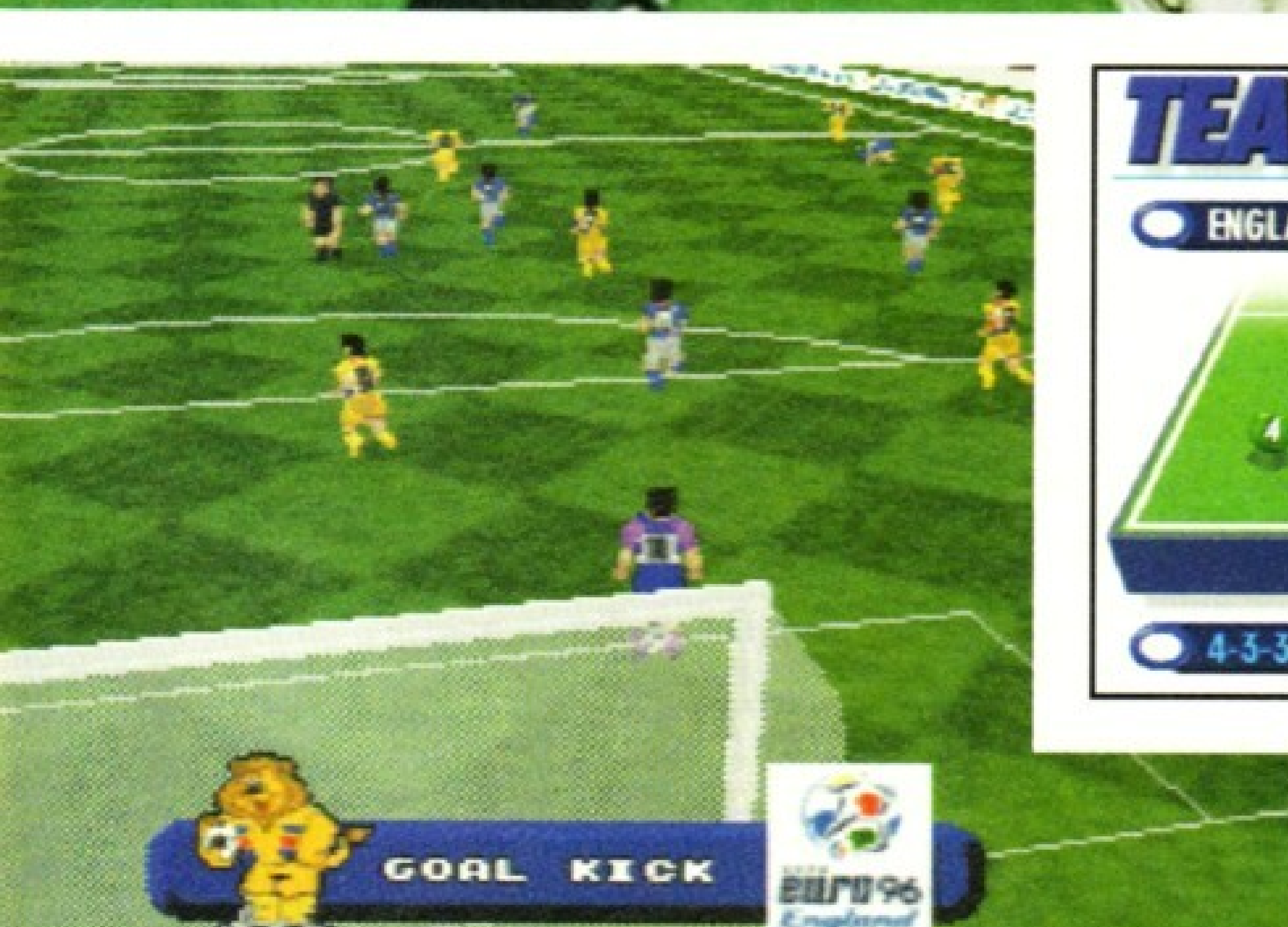












If you squint your eyes a bit these players could well be the real thing, although the pitches are perhaps a little better kept than those you'll see for real.



Above – the England line up. No Le Tissier and no Fowler. That's Venables for you eh.



The best footy sim yet on the Saturn, and a great way to get in the mood for Euro '96 itself. For footy fans it's a score for sure.

graphics	94
sound	95
playability	92
lastability	94

overall **94%**







BY	GT INTERACTIVE
PRICE	£39.99
STYLE	SHOOT 'EM UP
RELEASE	OUT NOW

It's not much fun living in outer space. In addition to "toilet" problems and having to exist entirely on a diet of shrivelled mung beans, there's always the (remote) threat of an alien invasion. What's a poor space cadet to do?

Great! The brilliant thing about Doom-a-like shoot 'em ups is that while they're never as good as the original, at least they attempt to provide some damned good alien-pumping action. Well, that's the theory anyway. However, there's always at least one company that's prepared to take things a little further than necessary. You know, expand on the genre and all that. Which of course is the reason why developers Millennium have decided to add to an already creatively full genre by incorporating strategy and management elements to this blasterama.



What this essentially means is that instead of zipping around disused factories and the likes killing everything, there's a chance to flick a few switches, discover secret rooms and locate essential software packages. What's even better is that in theory this doesn't seem like a bad idea at all – in fact, if used properly, it could make an already playable game loads more fun. Probably.

Sadly, Defcon 5 is a real mishmash of half finished ideas that to be honest, weren't very good in the first place. The basic aim of the adventure is to set up the defence system on MRP-6F single handedly. This invariably involves travelling to the remote areas of the colony and downloading software into the systems in addition to assigning defence tasks to droids who will (hopefully) help when the colony is under attack from large robot things. As a result, a large proportion of playing time is spent traipsing (by limo) from one location to another in the hope of uncovering a top new system or, even better but more rare, actually getting to shoot something.

And so it goes on. And on. And on. As you can imagine, all this to-ing and fro-ing becomes extremely tedious after just a very short time, especially as nothing seems to happen on the way to a location. The play environments are really dull too, just simple backdrops with a few pieces of furniture or the odd crate strewn around. Plus, once you get outside of the actual ship and into one of the turrets, you'll find that the graphics are embarrassingly poor by the Saturn's standard.



To add to all his confusion, there's hardly a dot of indication as to what you're actually supposed to be doing at any one time. In fact, on the first play, I thought that *I* was the one in the wrong – that I hadn't read the instructions properly or something. But no, Defcon 5 really is designed to be completely irritating and goaless, and you really *do* have to walk about for hours until your eyes go all funny and you begin to feel travel sick. By the way, at this point it's still unlikely that you will have completed the game's first task – finding the control room for your mission briefing.

With the game structure remaining the same throughout most of the adventure, it's hard to understand exactly why there are so many corridors of nothingness and so few adrenalin-inducing monsters to hack to pieces. Also evident is the fact that there are too many elements thrown into the mix here for any to stand out on their own – the result is that there's too many weak parts to the gameplay for there to be any fluid action. Most of the time is spent frantically rushing from one area of the complex to another in a hopeless search for one piddly clearance card, after which you'll become completely lost in a corridor which seems stunningly similar to the other hundred or so corridors in the game.

If you're looking for a good hack 'em up to plug the gap until Doom arrives, I'm sorry to disappoint you, but this just isn't it. This isn't even a poor rip-off of Doom. It's something worse because it's attempting to be clever, and the end result has all gone horribly wrong. Avoid unless you're the type who enjoys putting together 1000 piece jigsaws instead of going out on a Saturday night.

SAM HICKMAN



Looks nice, doesn't it? Well, you'd better get used to it, because this is what the game looks like for around 99% of the time you're playing it. At first you'll think it's something you did wrong, but then you'll realise that it's actually supposed to be like this. That's when you start to lose your temper.



She may look a bit serious, but listen to her – she gives out really good advice. And not just about games either. If you're lucky she might help out with your personal life too. If you have a personal life, that is.







DEFCON 5



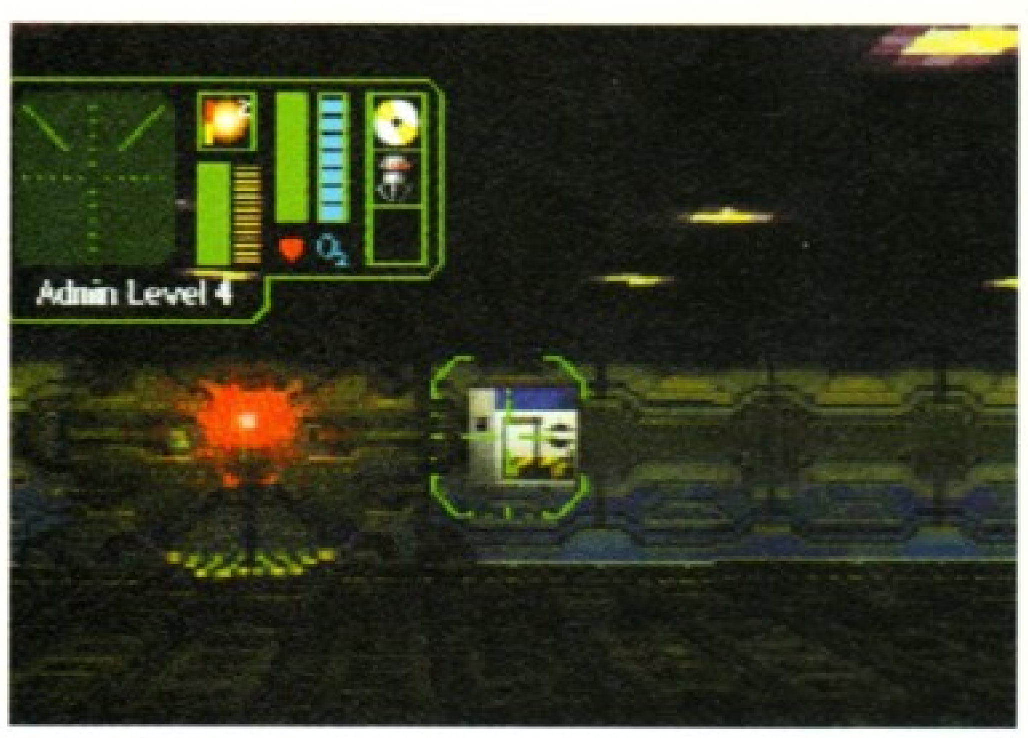


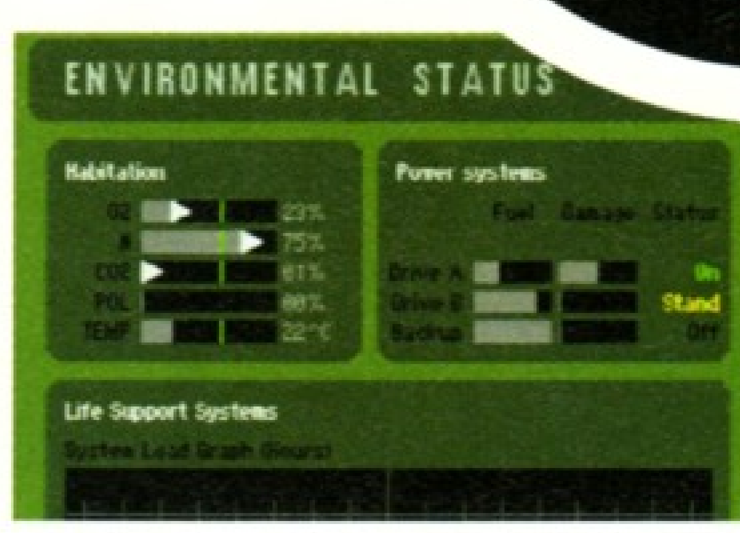
One of the monsters that appears not very often. Believe us, this is the absolute highlight of the game. Yep, it doesn't get much better than this.



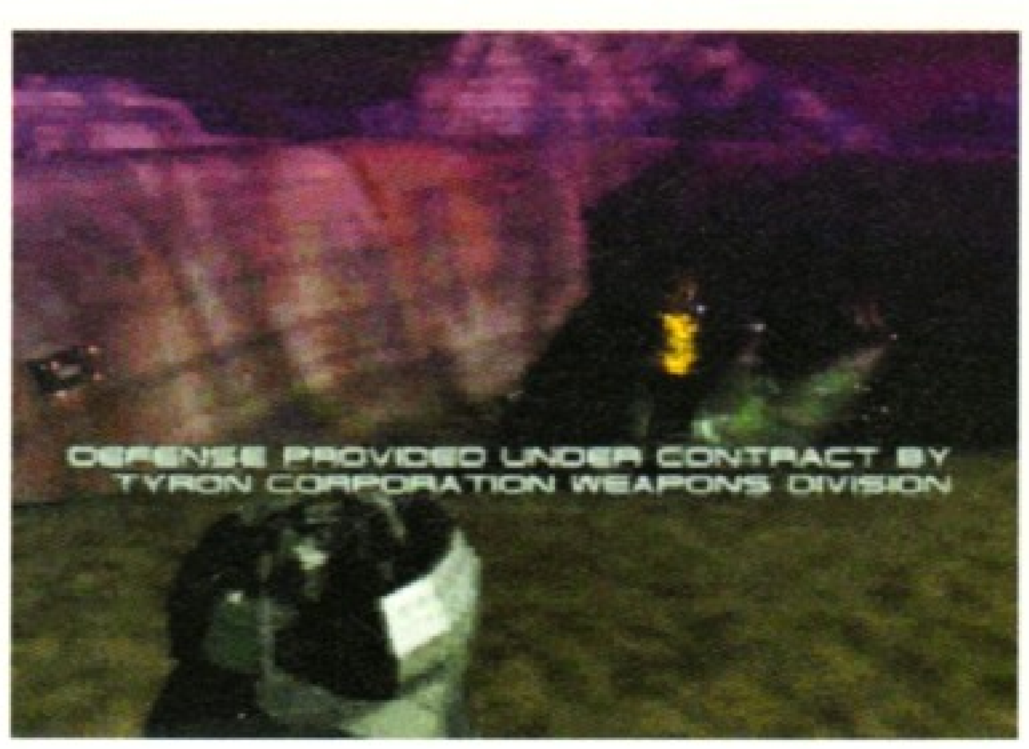


Choose which droids you want, then assign them to certain tasks. It's just like having a real job.













This screen keeps you up to date with the progress of your droids. Not that they ever need to much of course. But it is nice to have a look once in a while anyway.

A dull title that's both difficult to get into and badly structured. Hack 'em up fans should hold out for Doom.

graphics	79
sound	74
playability	62
lastability	68

overall **67%**

BY	SEGA
PRICE	£TBA
STYLE	SHOOTING
RELEASE	TBA



Here it is! At last! The sequel to the shoot 'em up that set new standards in the genre. But after all the fuss and hype has died down, is this really as good as everyone seems to think it is? Oh yes. Oh yes indeed!





It feels like it's been a long time in coming, but now at last we can put all our impatience behind us and get on with enjoying this remarkable sequel to what is still a remarkable game. Just as the original demonstrated the startling capabilities of the Saturn, so Panzer Dragoon 2 (or Zwei) exploits every aspect of 32 bit technology. The 3D action is impeccable and has the effect of genuinely immersing you in the serene forests, lofty clouds and dense tunnels that form parts of this surreal world. The attention to graphical detail and the grace of the animation are truly stunning, and this is not something simply reserved for your dragon and the bosses, but everything. Each design, from the smallest sprite upwards to the interactive backgrounds receives painstaking care in its conception. The meticulous and original way in which enemies conduct their attacks — splitting into smaller forms, darting at you from all directions, screaming over a mountain ridge — leaves you gasping with admiration. You'd almost feel guilty about sending them all up in flames if it wasn't for the epic explosions and dramatic crashes.

But a game, as we know, cannot survive on looks alone. Is it that this sequel is nothing more than a cosmetic update of the original? No, not at all. There are a variety of factors that make this a further step in the Panzer series, not least the fact that the game evolves according to your own skill, developing the defences of the weaker players and the attack skills of the more competent. What's more, to inject a little extra excitement in Panzer Dragoon 2, the game doesn't simply feature enemies attacking from all sides as they did in its predecessor, it sees them approach from above and beneath you as well.

Another new addition to the sequel is the concept of route points. While you could choose from routes in the original, there was neither as many to choose from or the same system whereby you earn a specific amount of points according to the route you take.

In terms of overall playability, Panzer Dragoon 2 is just about faultless. It moves a little faster than the original, yet retains the accessible and addictive qualities that made it such a successful shoot 'em up. In fact, I'm hard pushed to level a criticism against this game, but in the interests of the easily unsatisfied, I will say that I felt the disparity between the difficulty of the bosses and the rest of the enemies within an episode occasionally frustrating. What it meant in practical terms was that moving through an episode was relatively plain sailing until the boss kicked up a storm. But like I say, this criticism is one that's hard pushed, opposing as it is, a game where the attention to every detail makes it a wholly satisfying experience and a testament to the potential of 32 bit gaming technology. And yes — you must buy it.

ROB



This is the boss to Episode 5. As you progress through the levels the bosses get increasingly difficult to get the better of. Make sure you've got some power in your beserker special.



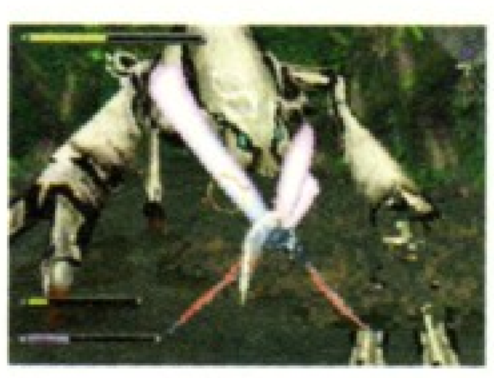


Shoot this boulder enough times and it explodes.









Above and left are the bosses to Episodes 3 and 4. And they are dead hard.







Panzer Dragoon 2











Attack the paddles on the side of the giant ship and they will collapse and break off.

Panzer Dragoon 2 is filled from beginning to end with surreal dreamscapes, all very beautiful, but each of them more deadly than the last!



You'll be glad to hear that this huge creature standing at the end of Episode 1 doesn't engage you in combat. Instead it asks if you'd care to join it for a cup of tea and Chelsea bun.



This is your baby dragon. There are two things you can do when you discover it. Either train it as your own and build up an inseperable bond, or cook it in a delicate white wine sauce.

A truly mesmerising game that builds on the achievements of its predecessor. Both beautiful and tough, this belongs up there with VF2 and Sega Rally as the standard-bearer for its genre.

graphics	96
sound	95
playability	95
lastability	92

overall

95%

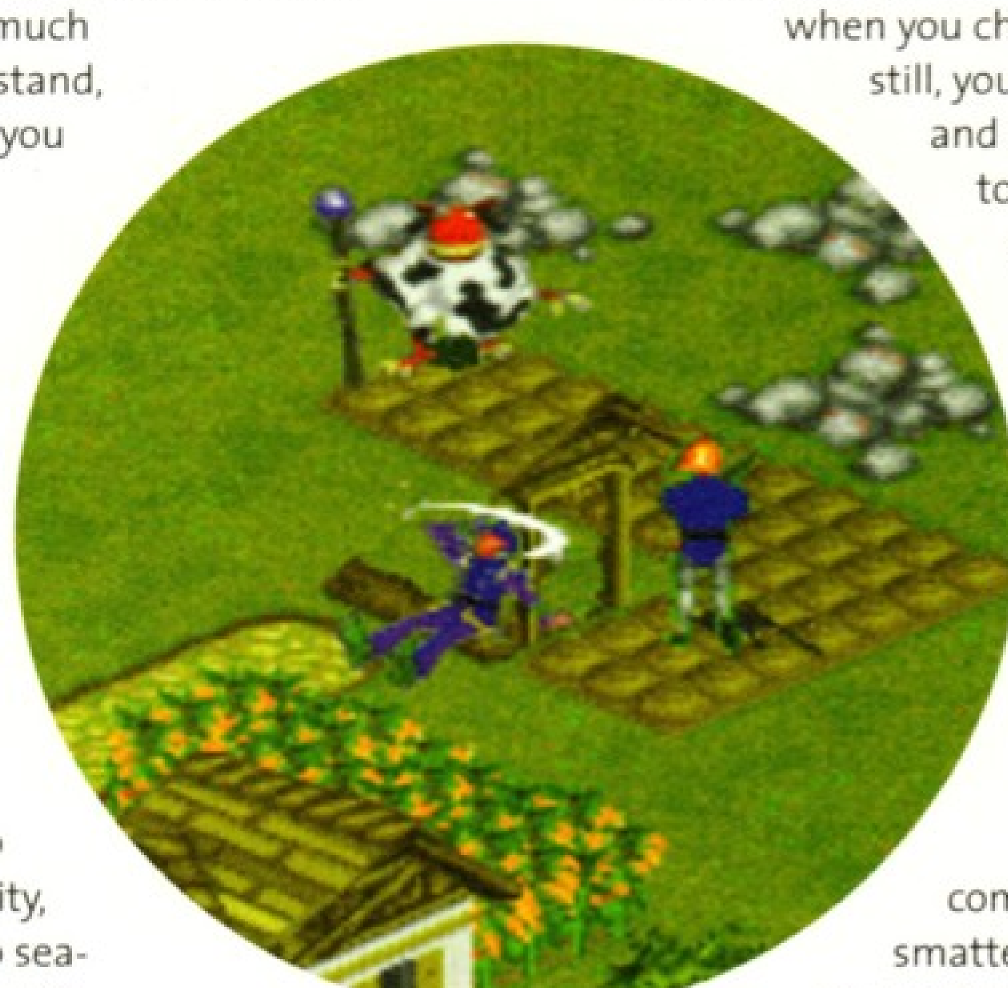
BY	BMG
PRICE	£TBA
STYLE	STRATEGY/HACK FEST
RELEASE	TBA

"Hi, the name's Chancey. Here's my mother. She's a fresian cow and I love her very much. Here's my sword that the King gave me. It's called Grimthwacker. Now if you'll excuse me, I must toddle off to the Shimto plains and rid it of evil crimson mutants."



Avoid the wrath of the evil chancellor. Build up your own hamlet in a variety of inhospitable lands. Merrily hack away at large and maniacally gleeful mutants. Talk to cows. Ah, this must be the Horde. As you may have gathered, this is a rather strange game and no mistake, but before I continue, here's a brief potted history. The Horde was originally released on the PC and 3DO, and carved a niche for itself with some decidedly weird and wonderful gameplay. After a couple of years in waiting, I have the joyous task of playing the Saturn version, and commenting whether it still plays as well as it did. So does it, then? Of course it does, and we have Crystal Dynamics to thank for converting the whole Horde experience over lock, stock and barrel. True, BMG have been responsible for some breathtakingly substandard software (such as the travesty that was Titan Wars), but on this occasion, they've scored a real winner, and have created a game that just gets better and better the further you progress.

So what's this Horde business all about? Well, the action is set in a decidedly Monty Pythonesque medieval encampment, where a fat jolly king presides over a court of jovial jesters, pathetic peasants, and a scheming chancellor. All this is introduced to you in FMV, along with mock medieval music and cheap scenery. Some of the 'humour' works and some doesn't, it all depends how much American dialogue you can stand, but after this scene setting, you (a young knight called Sir Chancey) are given a set of deeds to a land that the king wishes to make fruitful and bounteous. Then the action moves to the game itself, in which you own a small piece of 3D isometric grassland in which a couple of smoothly animated farmers are tending to their crops. You have four years to produce a thriving community, and each year is divided into seasons. In each season, you can dig trenches, construct walls and fences, plant trees and spiky pits, create herds of cows and hire guards, all in readiness for the coming of the Horde.



So where does the challenge come in then? Well, at the end of every season, a number of excellently animated (and bright red) mutants descend from the hills, intent on eating your crops, huts, farmers, trees, cows and almost everything else in the vicinity. Of course, to combat this, you take to the streets armed with Grimthwacker, and charge into their ranks, swinging wildly and culling their attempts to chomp. And then the whole process begins again, until your year comes to an end. Then taxes are paid, and you can visit the village shoppe (sic) to stock up on more exciting (and magical) items, before continuing in your cultivation quest.

So what marks this game out for being something special then? Well, the graphics move brilliantly and are complemented by the sound effects, which are both genuinely humorous and add greatly to the overall appearance of the game without turning it into some 'wacky' tragedy. Secondly, there's the variety. After you've encountered the first gibbering mutants, different strains of Horde appear to cause you grief. There's the fast hopping mutant, the slow Troll (that packs a wild punch), strange lizard hybrids and even a magician with fireball spells! However, in the Chancey armoury, there are weapon power-ups (such as a swinging mace), and actual hirelings such as guards and bowmen (complete with their own phrases of encouragement when you choose to place them). Later still, you can afford magical defences and even a pet dragon that can torch the entire continent with gouts of supernatural fire! Finally, once you've raised enough revenue, you can move onto more inhospitable territories (such as swamps, deserts and even arctic tundra). From here, your quest becomes a titanic struggle of strategy coupled with intense bouts of sword-swinging.

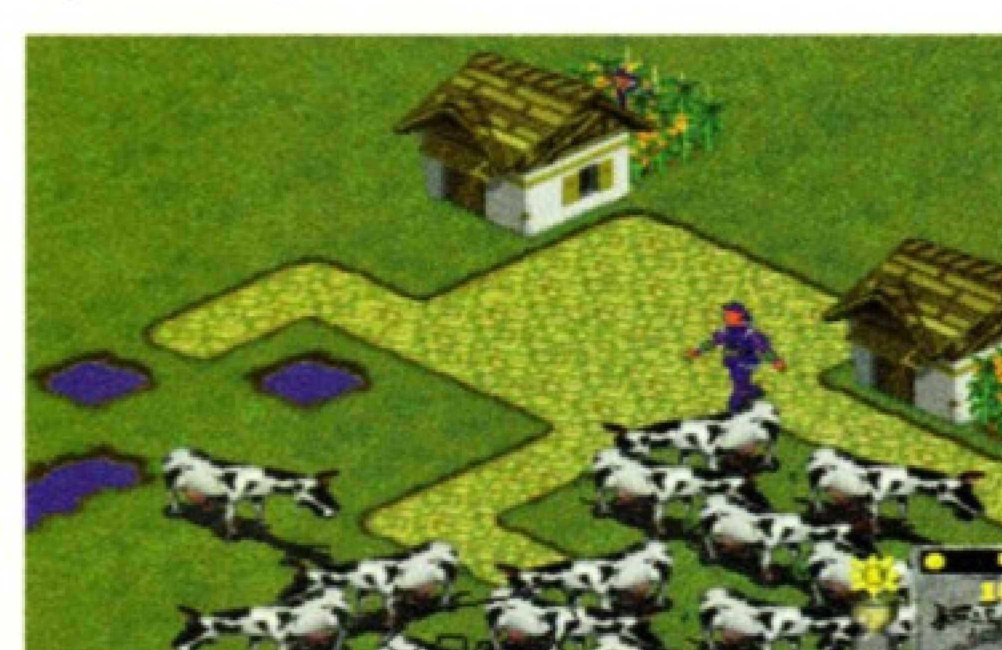
Add this already pretty comprehensive gameplay with a smattering of random events (such as a meteor storm and the loss of tax collectors) and you have a truly outstanding strategy game with just the right bend of insane humour, and one that rewards the cunning with a perfect difficulty level and learning curve. The further you progress, the more fun you'll have, and although it's not instantly accessible (and features some dodgy FMV attempts at 'humour'), the actual gameplay is pretty faultless. And of course, it has one more important feature; it is actually FUN to play. Hats off to Crystal Dynamics, and a thorough recommendation from me.

DAVID HODGSON





Watch your step, Chancey! This is the fabled Troll hordling, and it packs a mean punch!



THE HORDE







Boo! Hiss!! This is the evil Vincent Price look-alike Chancellor. The beard and comedy accent in particular make a particularly shifty character!





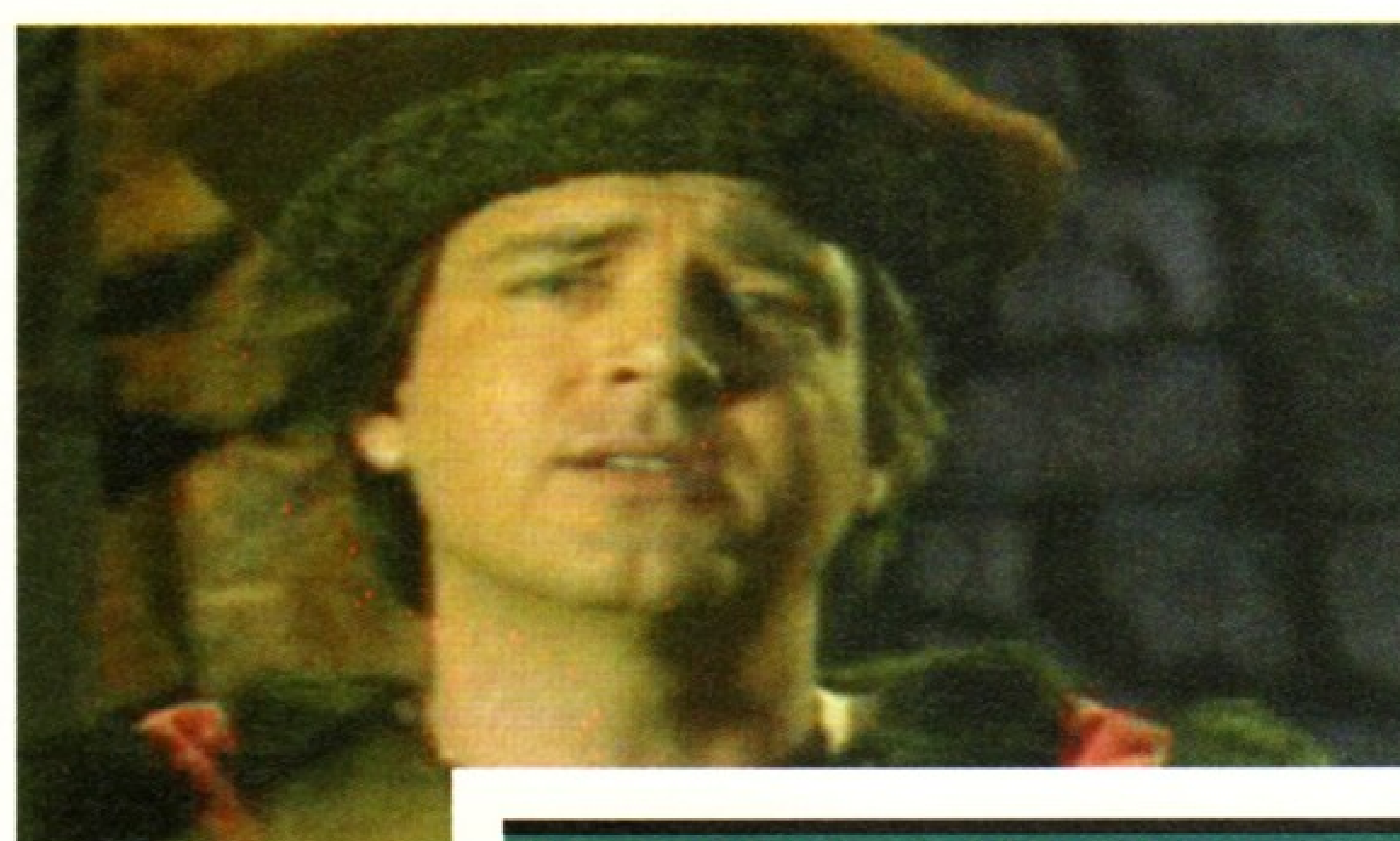


Chancey arrives just in time to rescue his fabled cow from the advancing horde (above), whilst setting up a defensive shield (top).



Chancey is known to be fond of cows, and as you can see. All his herd have never suffered from BSE, and this makes them particularly susceptible to hordling attacks (above). Also note the wizard hordling (left).







'None shall pass!' Yes, here's where you purchase your contingent of 'hard men' as well as more mystical items of help.



Splitch!! In mid combat, Chancey takes a fair-sized portion out of a hordling, resulting in a massive balloon explosion.

A new and novel twist to the strategy genre, with a sizeable dollop of action as well. Despite the cut-scenes being a tad too 'American', the gameplay is great and the enemies are fabulous. Buy it.

graphics	86
sound	92
playability	91
lastability	89

overall

90%

COMPO

CHECKPOINT 3

IT HAPPENS AGAIN. LAST MONTHS LEADERS ARE ALL BUT DESTROYED BY SCORCHING NEW TIMES!

Unbelievable! Only Dean Graham survives from last month's leader board, now in fourth place with a new time that's knocked eight seconds off the old one. Much of the change in times is to do with how the rules have loosened up to let those with a decided need for speed put their foot on the gas and go for it. Up in front now is John Archer from Essex with an amazing 2.58.43. And now there's only one month left to better it. Hope you're not cheating, Johnny boy! Remember, all it takes is 100th of a second so keep taking those bends as recklessly as possible and look forward to some more sleepless nights!

TIME ATTACK RULES

The rules should now be clearer than pure spring water but if you're still a bit miffed or are new to the time attack, here they are again put as simplistically as possible. Ok, you must play in Championship mode. No Arcade mode, no Time Attack mode but CHAMPIONSHIP MODE. You can use a rolling start as your best time which means of the three laps your second or third will inevitably be better. You are free to use the Hyper Car cheat (hold X and press C to choose a car on the select screen and your car will automatically be set to hyper car mode) and use any car you like including the Stratos. You must play the Desert track, the Forest track and the Mountain track CONSECUTIVELY which means while you can select three laps for each of them they must be played one after the other.

We will want video evidence to support your boasts, but DO NOT SEND YOUR VIDEOS IN NOW. If you are among the fastest we will contact you and ask you to put your video tape where your mouth is. So, that's all clear then.

Ok roadsters, send your snappy times to SEGA RALLY TIME ATTACK COMPETITION, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Good luck and keep that foot to the floor!

TIME ATTACK TOP TEN!

1.	John Archer, Essex	2.58.43
2.	Philip J. Hogg, Dyfed	2.58.69
3.	James Broughton, Isle of Man	2.58.90
4.	Dean Grahame, Dundee	2.59.38
5.	Neil Rogers, Co, Down	3.00.28
6.	Paul Holloway, Exwick	3.00.97
7.	Renaldo Vettaino, Glasgow	3.02.11
8.	Dean Lary, Ashbourne	3.02.77
9.	Wain Heath, Mansfield	3.02.81
10.	Umberto Maffei, Plainmoor	3.03.47

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SEGA SATURN MAGAZINE

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BY	CAPCON
PRICE	£TBA
STYLE	FIGHTING
RELEASE	MAY

Horror, ectoplasm, undeath, lycanthropes and small children all make an appearance in Capcom's latest Saturn beat 'em up. Or should that be their latest Satan beat 'em up?





Capcom have been busy little beavers recently, up to all kinds of tricks converting all their latest arcade beat 'em ups to the home formats. You can smell the friction-burnt programming fingers in Capcom Hive from here. Anyway, after scoring palpable hits with their last two releases, namely X-Men: Children of the Atom and the not-actually-released-yet Streetfighter Zero (or Alpha as it'll be called over here) it's time for their spooky Darkstalkers to hit the shelves.

Darkstalkers is, as you may have noticed, a one-on-one fighting game which stars a whole gang of scary monsters. We did a Showcase on it a little while back, which eagle-brained readers may remember. If you're some kind of fairwether fan and didn't buy that issue, well first we'll curse a pox on your first born, but I suppose we'd better have a recap of the basic points of the game. Just you hold up everyone else who knows what we're talking about, you selfish gets.





Vampire Hunter, in its distincitve chunky cartoon style, represents the violent adventures of a gaggle of monsters and those who hunt them (which is why there's a robot in the mix). Each one has an array of different powered punches and kicks, plus loads of special moves. So far, so Streetfighter. But that's not all – there are also extra-special clever-looking moves which players can only perform once they've filled up a special second energy bar by performing their normal specials and hitting their foe. Yes, like in X-Men or Alpha. But there's all kinds of other frippery, most of which has admittedly featured in other Capcom titles, such as projectile deflecting capabilities, chain combos, and Dragon Punches.

Mind you, the supers are about as mad as you'll find, most of them commandeering the whole screen space for a massively choreographed attack. Entertaining (and occassionally amusing) though these are you can't help thinking they dominate the game somewhat, like a lot of the rest of the moves are just included to help build up the monster energy required to pull off the more impressive finishers.

But that's being a little uncharitable. Many arcade players rate Vampire Hunter above even Streetfighter Alpha for play value, and whilst I can't agree personally there's certainly plenty of japes to be had – and the selection of massively differing characters means there's a favourite in the waiting for every player.

If you're already a VH fan there's nothing in this conversion to disappoint you. It's practically arcade perfect (way better than the PlayStation's lacklustre port of the prequel), especially when you're using the same-characters-fighting mode which allows extra frames of animation, making thngs all the more impressive and demonstrating a lot of processing power.

You may think three Capcom beat 'em ups is too many, but Darkstalkers certainly has enough to seperate it from the other two. The over-the-topness of the tone, the weirdo moves and the general ridiculous tone make it more Carry On Screaming than Nosferatu, and there's still a good level of combat action pleasure on offer. I'm not sure it's quite so good a game as Alpha or X-Men, but it's definitely smart fun and one of the best conversions I've ever seen. Nice one, Capcom dudes.

RAD











There's any number of ridiculous Super moves like this, some with incredibly elaborate set-ups. Here, a worm-type thing appears under your foe, swallows them, turns into a frog and spits their head out, whereby it transforms into this basketball post for a dunk. Phew.



Vampire Hunter
Darkstalkers revenge





Gallon's an excellent monster for learner players.

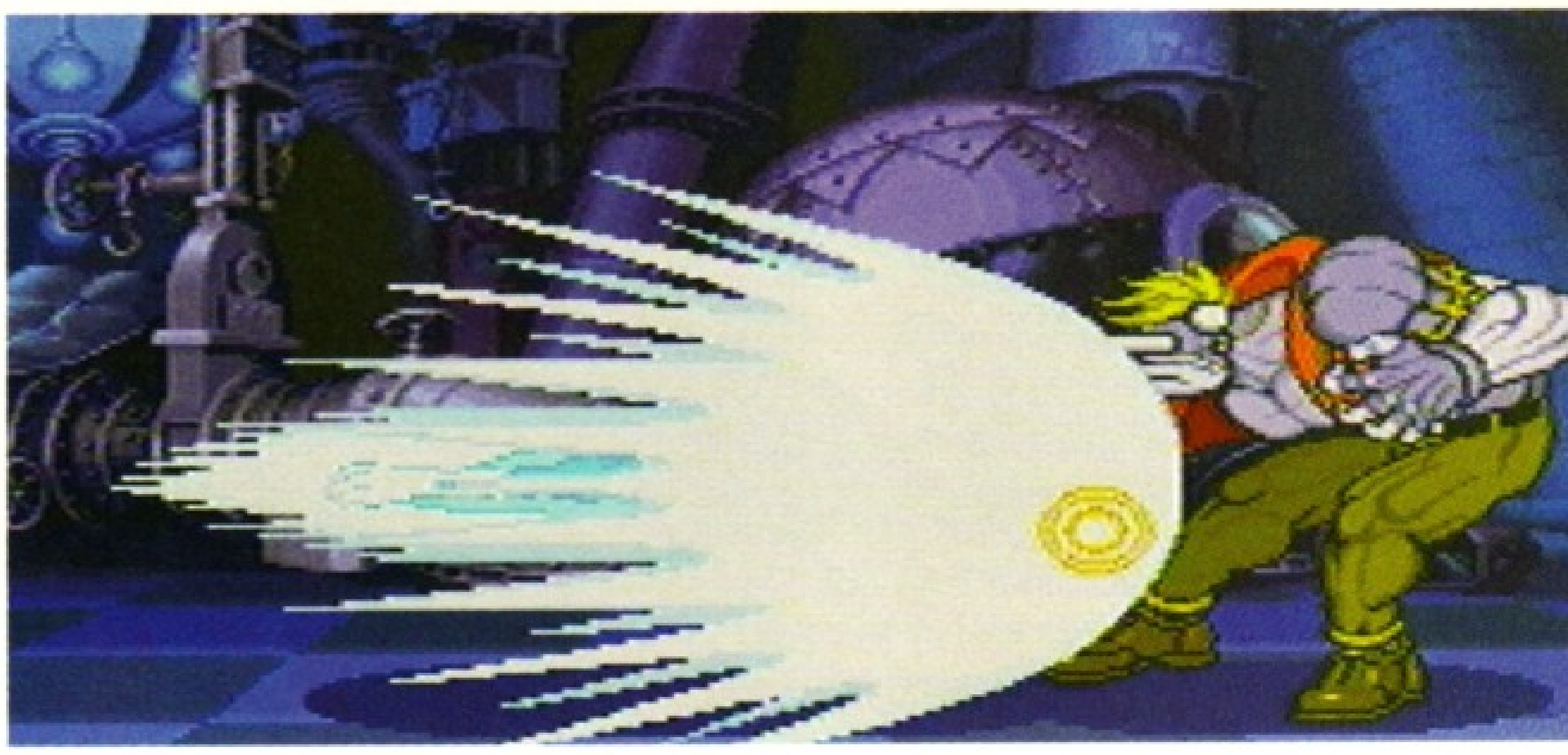






The animation in Darkstalkers is superb, especially with the same two of the same characters fighting – a special mode then allows more frames of animation!









Each of the characters has a pretty specific fighting style of their own. Lei Lei is one of the hardest to master, but once you've got the hang of her rather esoteric moves she's also one of the toughest fighters.

Not the greatest of fighting games, but very nearly, especially if you've a taste for evil. Scream, Dracula, scream!

graphics	85
sound	82
playability	92
lastability	90

overall

91%

REVIEW

BY	ACCLAIM
PRICE	TBA
STYLE	SHOOTING
RELEASE	TBA

Rock stars and video games. A match made in heaven or a lame publicity stunt? The involvement of trendy bands with games like WipEout and Loaded might make you think the former. But Revolution X will most definitely make you think the later. Prepare the bargain bucket!









The idea behind Revolution X is to save Aerosmith. Why you'd want to save Aerosmith is another matter entirely. Maybe you're under the delusion that the lyrics to 'Dude Looks Like a Lady' hold the secret meaning of the universe. Then again, maybe you're just sad.

Whatever the motives, it's with this dubious premise that Revolution X kicks off. It's an Operation Wolf style shoot 'em up, shunning the 3D graphics of Virtua Cop in favour of the conventional 2D approach. The result is one of the worst games yet to appear on the Saturn, limping leperously past the likes of Johnny Bazookatone and Titan Wars, to redefine the boundaries of naffdom.

But first things first. You're no doubt still pondering why it is that Aerosmith await your rescue. The fact of the matter is that they've been kidnapped by 'The New Order' and are being held separately at various locations around the globe. Your task involves not simply overcoming this enemy force, but finding the whereabouts of the precious band members. Such a task necessitates the use of a reliable machine gun and some specially lethal CD's.

The shooting fest begins in a helicopter and from then on it's comically relentless. Your first task is to get into the gig where Aerosmith are playing. Once there you witness their kidnapping and are informed by Steve Tyler, the lead singer, that the fate of Generation X depends entirely on you. You are then handed the keys to a Lambourgini and given a choice of destinations. Should you feel perversely inclined to continue, each of the three destinations on offer must be completed if Aerosmith are to be saved and Generation X liberated from the dark forces of the New Order.



Rather than learning from the likes of Virtua Cop that part of the fun in shooting games is to do with suspense (enemies appearing from behind cars, bursting through doors etc.), Revolution X simply piles out all your foes indiscriminately, inviting you to mow them down in precisely the same fashion. If you've got a joypad with auto-fire you can probably leave the machine to it and go and make yourself a cup of tea or something, just popping back now and then to see how many more vulgarly pixelated sprites have been wiped out.

It was perhaps a sneaking suspicion that this was the case, that led the programmers to make the bosses so mind-numbingly labourious to beat. It's not that they're particularly tough or cunning, they just seem to have limitless energy. If they actually had a power bar display it would probably run in lines all the way down the screen.

So forget it. Switch on the auto-fire and go watch paint dry or something, anything, just so long as it's not Revolution X.

ROB









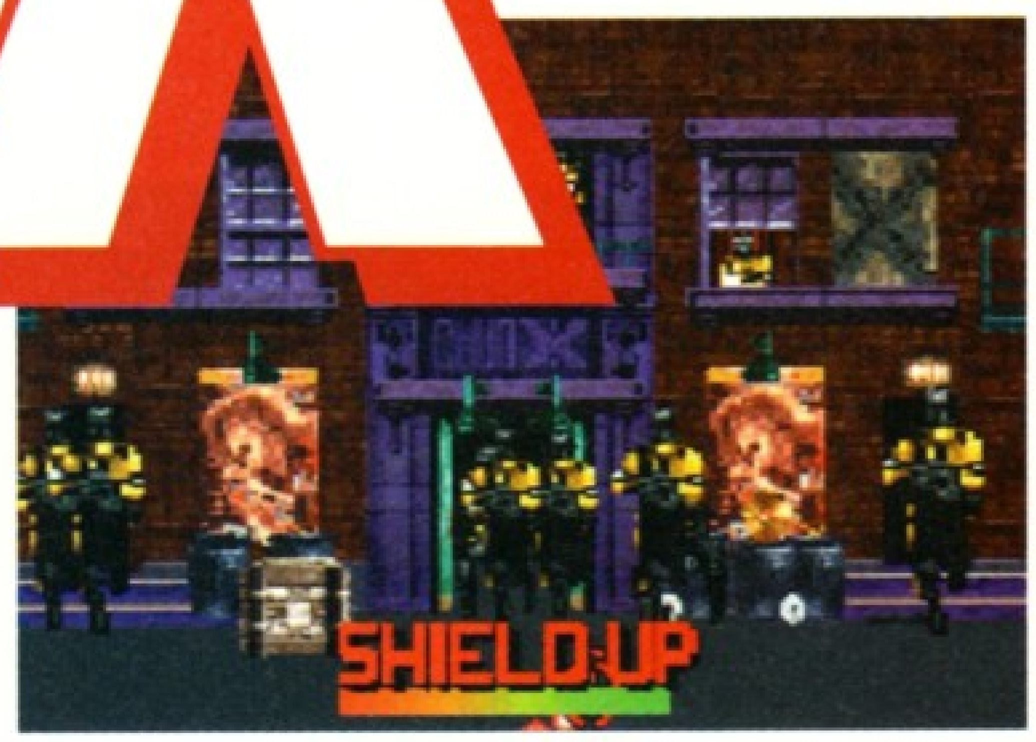
Above and left we see the fun bus wandering about a Middle East wasteland. Destroy it if you can be bothered.

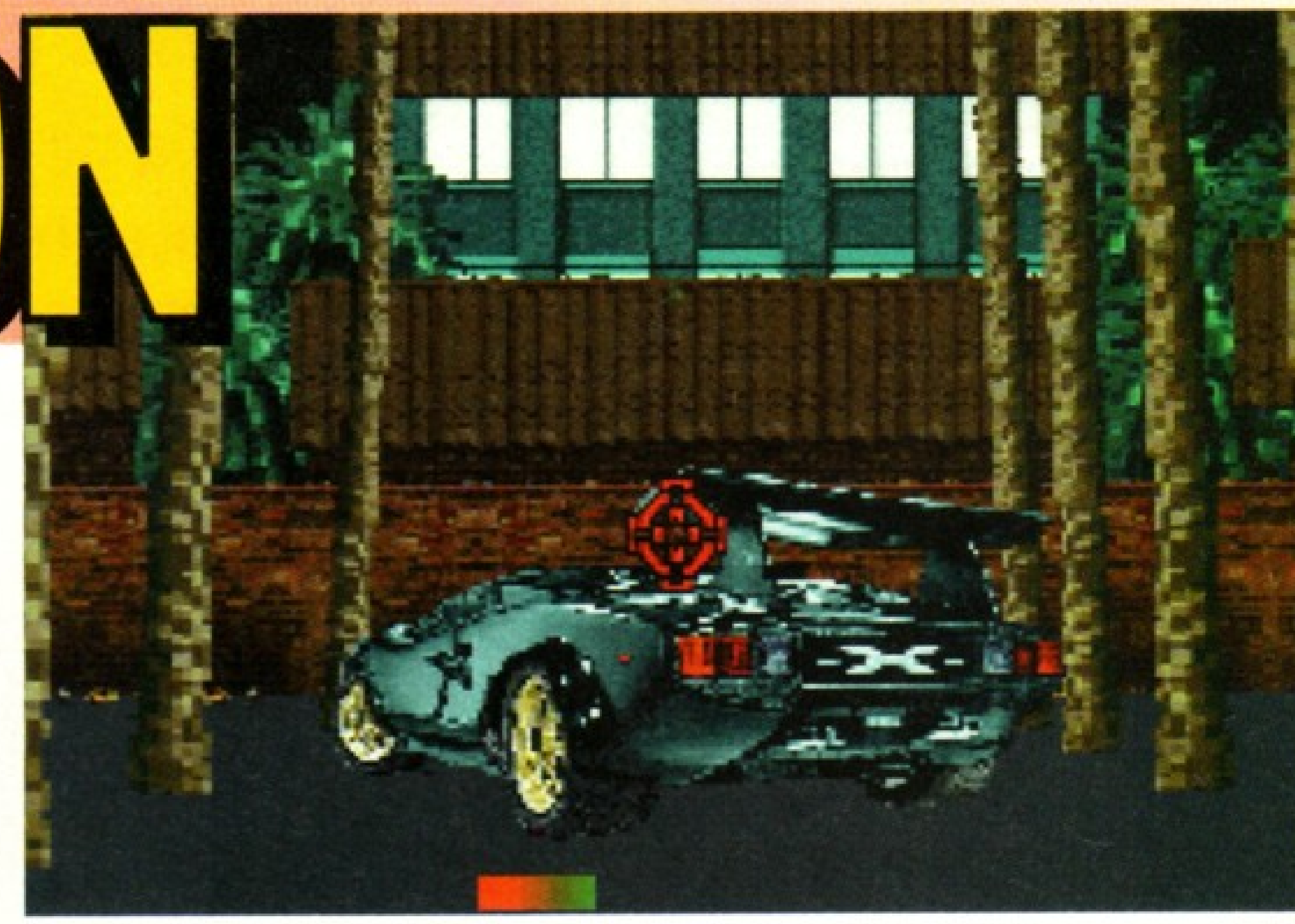


REVOLUTION X



There are points in the game where you will be given a choice of directions. Simply shoot where you want to go. If you can be bothered.





This is Aerosmith's babe magnet of a car. In it you'll find a variety of mission objectives as dictated by the band members. Choose if you can be bothered.





Above is the foyer to Club X where Aerosmith play their gigs. There are a few babes in cages here who you might try and free. If you can be bothered. Oh, and a spelling mistake meant that the 'S' was left off the word by the way.









This helicopter is the first of the bosses you'll face. By the time you've beaten it you'll have an enormous beard.





An incredibly bland and monotonous game matched only by the blandless and monotony of the band that endorse it. Virtua Cop this is not.

graphics	47
sound	50
playability	46
lastability	42

overall

44%

BY	INFOGRAMES
PRICE	TBA
STYLE	RPG
RELEASE	TBA

After the success of the Alone in the Dark series on the PC, Infogrames have made the bold step of releasing the sequel, Alone in the Dark 2: Jack's Back, on the Saturn. But courage is blind at times you know.



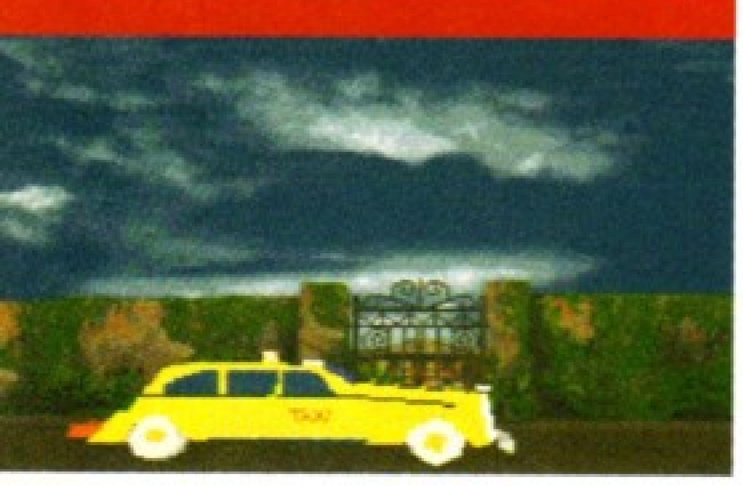


Are you one of those people who, after switching off the light when you go to bed, have to rush back across the room and dive under the duvet as fast as possible? Then you're probably afraid of the dark. Are you one of those people who only really feels comfortable in the company of others? Then you're probably afraid of being alone. So, for a neurotic such as yourself, being alone in the dark must be quite a trial on the ole' nerves.

One profession you'll be keen to avoid then is Private Detective, a profession that involves an inordinate amount of time spent down dank barely lit corridors with only oneself and a pack of cigarettes for comfort. And besides, if you're the kind of namby who's afraid of being alone in the dark you've no business getting involved in the kind of vocation that has a habit of introducing violence to the job description.







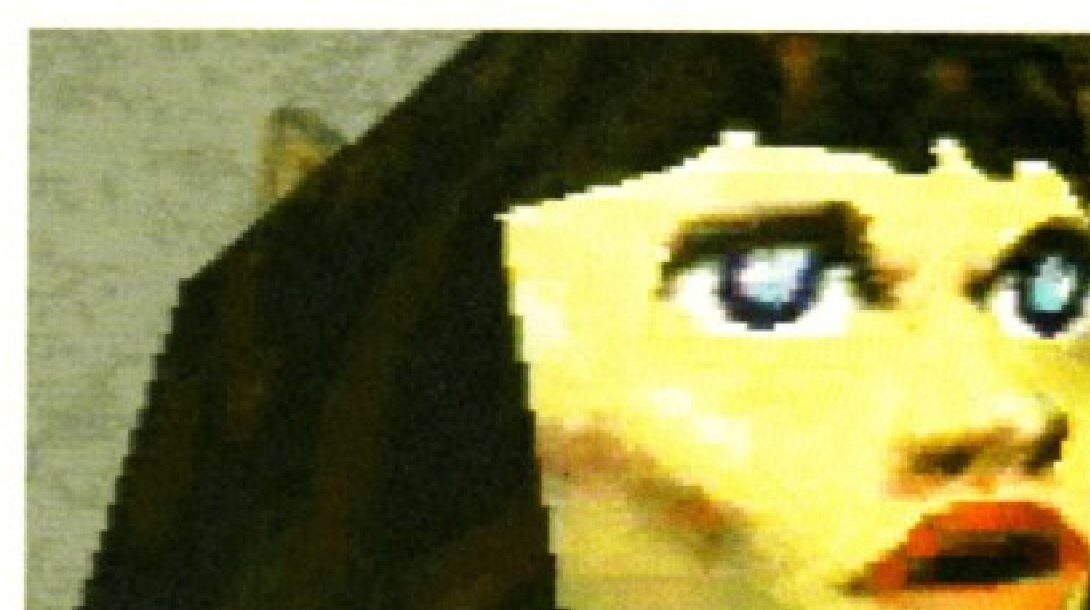
But all this is drifting from the point somewhat, which is that Alone in the Dark 2: Jack's Back, centres round you in the role of a detective, Edward Carnby, wandering around a dark mansion all on your lonesome. Your objectives are two-fold; the rescue of a small girl and the apprehension of her kidnapper, the enigmatic Jack. Things soon get more complicated though, in what is a well worked plot mixing the fantasy and myth of pirates with a bootlegging 1920's America to create a sort of Gothic noir. The setting does much to enhance this, combining the smoky passageways, secret rooms and gangster types with an 18th century galleon ship and a few supernatural mysteries.

Unfortunately, this original slant on the RPG is about as good as things get in Alone in the Dark. The graphics are nothing to write home about, and while you can appreciate the effort that's gone into giving everything that period look, the lack of refinement leaves it looking a bit flat. Likewise the animation, which sees Eddie moving about in staccato fashion, occasionally stopping to pick up a clue or fire his tommy gun with all the charisma of a cardboard cut-out. This might be forgivable were it not for the manner in which it interferes with the gameplay. Shooting enemies is one of the most difficult things to do simply because getting the right aim is so difficult to judge. While the blocky movement of the sprites is primarily at fault, some of the blame should also be placed on the awkward way the game cuts from one angle to another. If you were simply watching this you might think it's all quite impressive and cinematic but the reality is it makes it very frustrating to play, especially as there's often slowdown as the scene cuts to load up the action from a different angle. To make things worse your foes have a habit of firing continually so if you don't get a shot in first you probably won't get one in at all. It's something of an irony that all of the cinematic ambitions of the game go to bring about its ruin, occurring as they do at the expense of the gameplay and game logic.

ROB BRIGHT



Ooh, now watch out for that anchor.







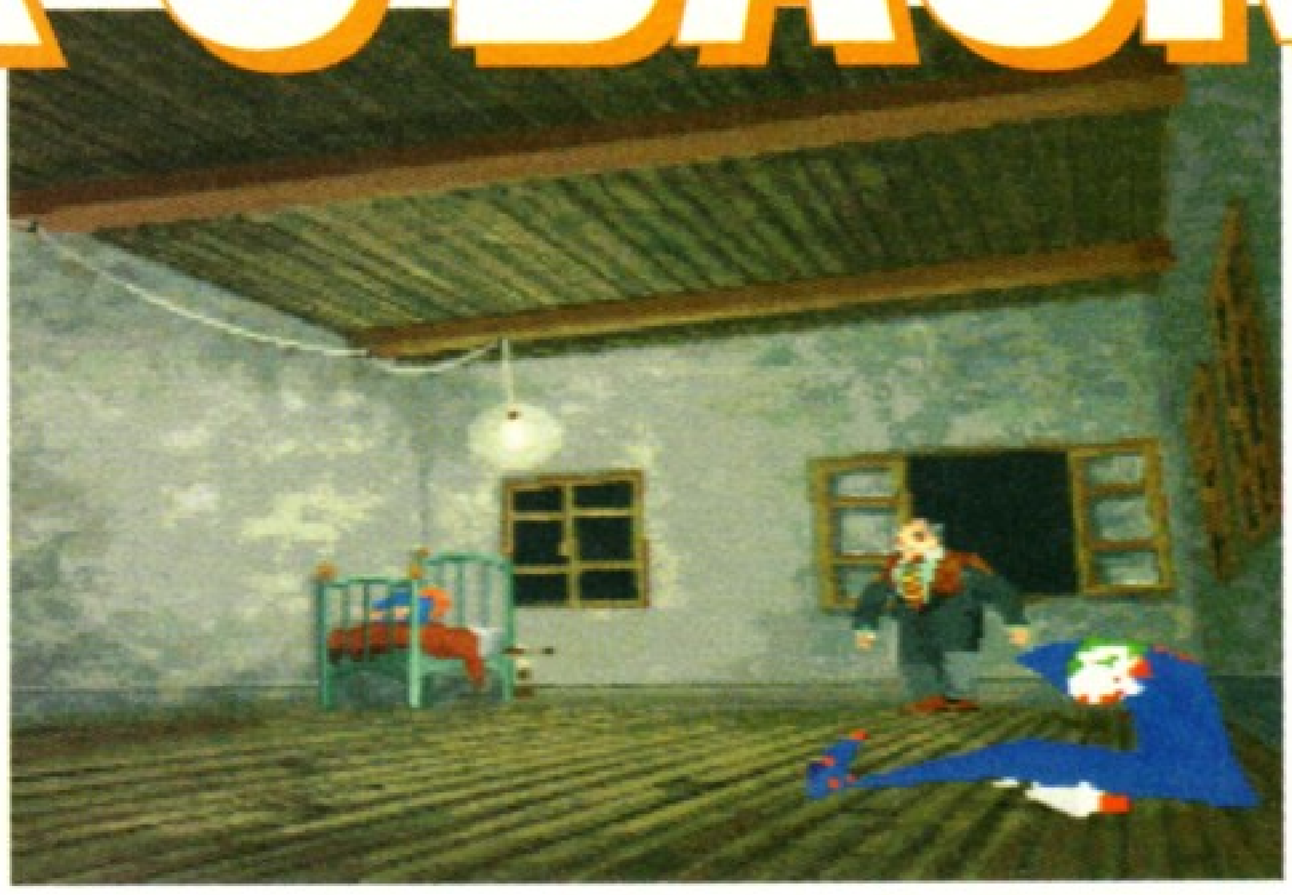


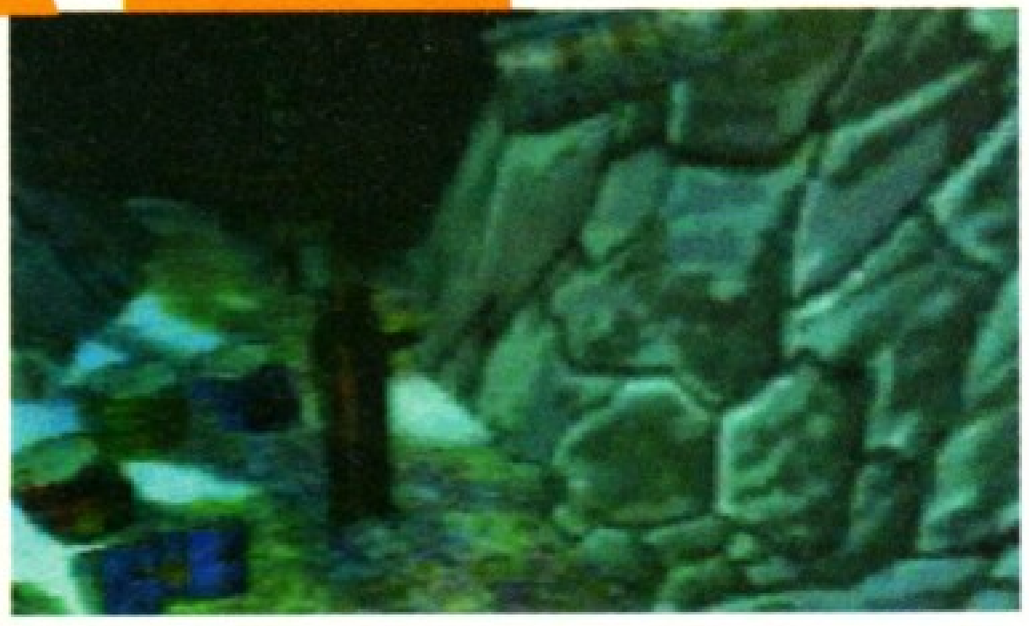


Alone in the dark 2
JACK'S BACK







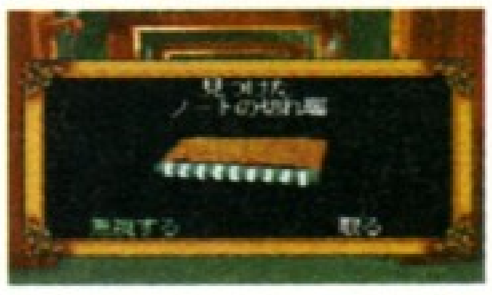




Now is this supposed to be at the bottom of the sea – I can't really tell. Maybe it's just nightime. Either way that spooky feature is giving me the creeps. I can't stand it any more. I'm going home.







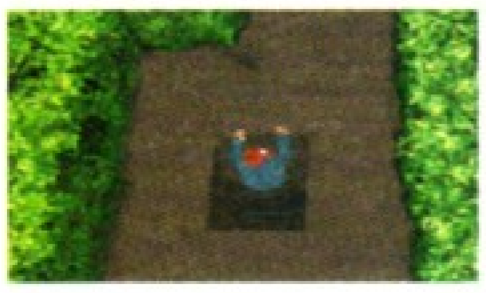






CINEMA PARADIS-NO?

Alone in the Dark is part of an emerging style in 32bit games, especially RPGs. Although it's not something especially new to many PC owners, it's only now that console owners are becoming familiar with the cinematic approach in games. This doesn't mean FMV which starts off as film anyway, but the use of film techniques like employing various camera positions to create effect combined with typically cinematic editing styles. The fundamental difference here of course is that they are all entirely computer generated. One of the best examples is Bio Hazard currently wowing the PlayStation. What with Toy Story, the first fully computer generated film doing the rounds at the cinema, the divisions are most certainly blurring. But as Alone in the Dark rather unwittingly demonstrates, we're still some way from a cinematic paradise.





What starts out as an ambitious and intriguing RPG is quickly ruined by major flaws in the game logic leading to the kind of frustration that makes you want to kill fluffy animals.





graphics	72
sound	70
playability	55
lastability	54

overall **54%**



X-MEN

The mighty X-men have landed! This astounding beat 'em up is an absolute corker of a game, and shows that Capcom are the undisputed kings of the 2D fighting genre. We've been playing X-Men Children of the Atom non-stop here at SEGA SATURN MAGAZINE, and during our one-on-one fisticuff marathons we've uncovered every move for the entire cast, and a few others besides! Stepping into a tight lycra bodysuit and unleashing his own special powers is DAVID HODGSON, who's ready and able to dish out information on each and every character.

WOLVERINE

The gruff and chiselled Logan is a lone hunter with a particular penchant for razor sharp claws. Once a CIA operative, he was chosen as part of a secret government 'Weapon X' programme where he was fitted with an adamantium endo-skeleton and erased all his former memories. Mentally unstable, and with bouts of killing to rival Magneto himself, Logan's already keen mutant abilities (from feral martial arts to a skill of regeneration) are coupled with this new strength, and make him one of the most powerful X-mutants in the entire game. Easy to use and master, Wolverine has a good range of normal attacks, and his speed makes up for a lack of special manoeuvres.

SPECIAL MOVES	
DRILL CLAW	Same strength punch and kick together
TORNADO CLAW	⇨, ⇩, ⇩⇨ + any punch
X-ATTACKS	
BESERKER BARRAGE	⇨, ⇩⇨, ⇨ + all three punches
BESERKER CHARGE	⇩, ⇩⇦, ⇦ + all three punches
HEALING FACTOR	⇩, ⇩⇦, ⇦ + all three kicks



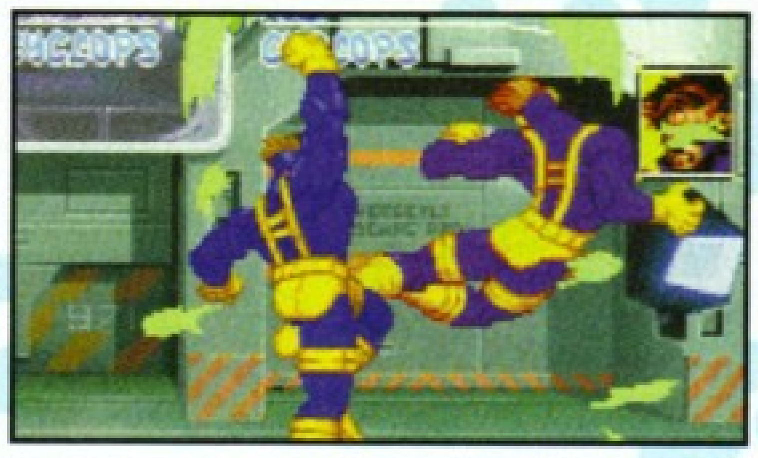




CYCLOPS

The first ever X-man is Scott Summers, an orphan rescued by Professor X who raised the child and taught him how to control the awesome optic powers he was blessed with from birth. So great was this energy that Scott was forced to don a ruby quartz eye protector to stop inadvertent concussion as his optical powers build up. The heat of the sun causes Scott to store energy which is eventually released in a mammoth ray of concussive force that can tear through adamantium with ease when fully powered up. Once employed in a one-on-one fight situation, Cyclops can demonstrate this power, but also has a great line in martial arts, and his Dragon Punch-related Gene Splice is particularly good for knocking foes upwards; after which he can continue his barrage by pressing the punch button again and again.





SPECIAL MOVES	
OPTIC BLAST	⇩, ⇩⇨, ⇨ + any punch
GENE SPICE	⇨, ⇩, ⇩⇨ + any punch
X-ATTACKS	
MEGA OPTIC BLAST	⇩, ⇩⇨, ⇨ + all three punches
CONTROL BEAM	⇩, ⇩⇦, ⇦ + all three punches



PSYLOCKE

Elizabeth Braddock (AKA 'Betsy') is a mistress of telepathy, and she has used her abilities to pry into the minds of her victims. When she deemed that a combat situation was getting out of hand, she would unleash the full devastating force of her mind and haemorrhage her opponent's brain with her epic mental assault. After her capture at the hands of Mandarin, a strange creature known as Spiral melded her powers into the body of a ninja called Kwannon. Now this lithe and super-quick heroine commands great presence, and in the game she has become another fabulous character to control. Her ability to chain attacks is her greatest strength, as is her dashing ability which is only matched by her speed. Go Betsy, go!





SPECIAL MOVES	
PSI BLADE SPIN	⇩, ⇩⇨, ⇨ + any kick
PSI FLASH	⇩, ⇩⇨, ⇨ + any punch
NINJITSU	⇩, ⇩⇦, ⇦ + any punch or kick
X-ATTACKS	
PSI THRUST	⇩, ⇩⇨, ⇨ + all three punches



ICEMAN

Bobby Drake is something of a clown, whose attitude has left the X-men leaders wary of employing him in delicate combat situations. Once engaged in defeating the forces of evil, Iceman always has a remark to end a confrontation with, and it was with some regret that Professor X bade Iceman farewell when he left to commence an accountancy course. After this period away, Robert Drake bounded back into the ranks of the X-men and has been invaluable ever since, if only to provide the ice cubes for Gambit's many glasses of lemonade. Once engaged in combat, Iceman's flamboyant fighting style starts to flummox foes, as he rarely has to rely on his martial arts training; why bother when you can drop an ice boulder on an enemy?

SPECIAL MOVES	
ICE BEAM	⇩, ⇩⇨, ⇨ +any punch
ICE AVALANCHE	Same strength punch and kick together
X-ATTACKS	
ARCTIC ATTACK	⇩, ⇩⇨, ⇨ +all three punches
ICE FIST	⇩, ⇩⇦, ⇦ +all three punches



Do you want ice with that, sir? Then try this rapid assault from Bobby Drake's repertoire (below)! This is the dreaded Arctic attack!

Fireballs away! A beam of pure frozen water stuns Icy's opponent, and you can even aim the bolt into the ground or air.





STORM

Storm was previously regarded as a Goddess in a remote African village where she manipulated the weather to the delight of local farmers. She believed that these powers were channelled through her by spirits, but the Professor convinced her otherwise. Ororo Munroe (for that is her name) moved to X-men headquarters, becoming more adept in her wind-summoning skills whilst leading the X-men to victory in many confrontations. When she is challenged to battle, she uses careful manipulation of wind currents to summon a variety of wind-based attacks, and her Typhoon fireball is a case in point. She can also link her Lightning Storm as the finish of a combination attack, and for those with skill, she is a deadly and nimble fighter.

SPECIAL MOVES	
TYPHOON	⇩, ⇩⇨, ⇨ +any punch
LIGHTNING ATTACK	same strength punch and kick
FLYING	⇩, ⇩⇦, ⇦ +all three punches
GUST OF WIND	⇩, ⇩⇦, ⇦ or ⇩, ⇩⇨, ⇨ +all three kicks
X-ATTACKS	
LIGHTNING STORM	⇩, ⇩⇨, ⇨ +all three punches
HAIL STORM	⇩, ⇩⇨, ⇨ +start





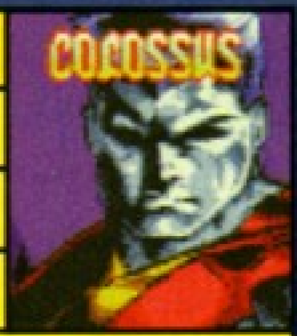




COLOSSUS

The Russian powerhouse known as Piotr Nikolaievitch Rasputin began his life as a farm labourer, but soon threw his plough aside when he realised that a mutant power enabled him to transform his body into living steel. He was initially summoned by the all-knowing Professor Xavier (along with Storm and Wolverine) to trace the disappearance of the original X-men team, and after handling himself superbly, he was offered a place in the new group, which he accepted, although he has since departed to pursue other matters. Once challenged, the rage of Colossus is legendary, as are his throwing abilities which he uses extensively in battle. Although in armoured exo-skeleton form, Colossus can be damaged, but an enemy must be quick and dart through Piotr's huge grabbing hands.

SPECIAL MOVES	
GIANT SWING	⇩, ⇩⇨, ⇨ +any punch
POWER TACKLE	⇩, ⇩⇨, ⇨ +any kick
BODY PRESS	⇩ +fierce punch
X-ATTACKS	
SUPER DIVE	⇩, ⇩⇨, ⇨ +all three punches
SUPER ARMOUR	⇩, ⇩⇦, ⇦ +all three punches





Russia's finest powerhouse performs one of the excellent flying charges for which he is famous. Oof!



A simple piledriver, but one that causes a major amount of hurt to the now dazed and crumpled foe. Crunch time!






OMEGA RED

Omega Red is a sworn enemy of Wolverine, and has spent years engaging the Canadian feral warrior in bouts of intense fisticuff action. Omega Red (AKA Arkady Russovich) was born into a similar genetic experiment as Wolverine, but this one was carried out by the Soviets, and saw coils of pure carbonadium being welded onto the agent of the East. Unfortunately, a mutant death-like state caused Omega Red to fall unconscious unless he is able to feast on an opponent's energy, but this trance can also be broken when he senses Wolverine's presence. Once awakened, Omega Red proves to be a truly fantastic fighter, with an unbelievable reach thanks to his coils of terror which can grasp a foe and throw them in any direction. Although not specialising in combination attacks, his Omega Destroyer is sure to win any confrontation! "Come to me Wolverine, and feel my wrath!"

SPECiAL MOVES	
CARBONADIUM COILS	⇩, ⇩⇨, ⇨ + any punch
OMEGA STRIKE	⇩, ⇩⇨, ⇨ + any kick
X-ATTACKS	
OMEGA DESTROYER	⇩, ⇩⇨, ⇨ + all three punches






SILVER SAMURAI

Another arch-enemy of Wolverine is Kenuchiro Harada, the Silver Samurai and head of the Yashida clan. The Samurai's sister was the true love of Wolverine's life until she died, and her death was only the start of the furious vendetta raged between these two characters. The Silver Samurai certainly has the height advantage over Wolverine, and indeed many of the mutants in this game. Despite his size, he is also remarkably quick and has accomplished skill for a Samurai warrior. During fights, he can conjure a variety of mutant powers from his sacred sword to form a lightning storm, or even channel power directly into his katana. The Thunder Shower is quite easy to avoid, so it's best to power up the blade and storm into your foes.

SPECiAL MOVES	
SHURIKEN	⇩, ⇩⇨, ⇨ + any punch
HYAKU-RETSUTOH	rapid punch
LEVEL 2 X-ATTACKS	
BLINK	⇩, ⇩⇨, ⇨ + any kick
BUSHIN	⇩, ⇩⇦, ⇦ + all three kicks
RAI - THUNDER SWORD	⇩, ⇩⇦, ⇦ + light punch
HYO - ICE SWORD	⇩, ⇩⇦, ⇦ + middle punch
HONO - FLAME SWORD	⇩, ⇩⇦, ⇦ + fierce punch
X-ATTACKS	
RAI MEI KEN	⇩, ⇩⇨, ⇨ + all three punches
TRIPLE SHURIKEN	⇩, ⇩⇦, ⇦ + all three punches



SPIRAL

Spiral, the strange and evil creature is known by another, equally fear-inspiring name: Rita. Spiral is a creation of Mojo, an inter-dimensional being who lives in a world ruled by television. He created Rita and pitted her against the X-men to improve the ratings of his television shows, and to provide some great entertainment at the expense of these super heroes. Spiral was designed to demolish any foe, and with her six arms and numerous moves, she could well do just that. Her knife wielding skill is legendary, and she can bend the fabric of time to allow her to flit about the screen before delivering any number of supernatural special moves. Her X-attack is also a sight to behold, and although not the character to pick immediately, she soon proves her worth with a huge umber of deadly attacks.

SPECiAL MOVES	
DANCING SWORDS	⇨, ⇩⇨, ⇩, ⇩⇦, ⇦ + all three punches
THROW DANCING SWORDS	rapid fierce punch
SWORD TOSS	⇩, ⇩⇨, ⇨ + any punch
SIX-HAND GRAPPLE	⇩, ⇧ + any punch
LEVEL 2 X-ATTACKS	
SWORD EXPLOSION	⇩, ⇩⇨, ⇨ + any kick
DANCE	⇩, ⇩⇦, ⇦ + any button
POWER DANCE	⇩, ⇩⇦, ⇦ + light kick
SPEED DANCE	⇩, ⇩⇦, ⇦ + medium kick
DIMENSIONAL DANCE	⇩, ⇩⇦, ⇦ + fierce kick
SWITCH DANCE	⇩, ⇩⇦, ⇦ + light punch
TELEPORT DANCE	⇩, ⇩⇦, ⇦ + middle punch
RAPID DESCENT	⇩, ⇩⇦, ⇦ + fierce punch
X-ATTACKS	
METAMORPHOSIS	⇩, ⇩⇨, ⇨ + all three punches then throw









SENTINEL

The early X-men activity saw many confrontations with these gigantic robots known as Sentinels, and these beings proved to be constantly dispatched to engage the X-men team in a series of dramatic and explosive confrontations. Now these metal beasts are easily terminated, but the Master Mold has a new threat to pose; a specially shrunk version of the Sentinel that appears in the game. The lack of bulk has lead this Sentinel to counter many of the X-abilities with ease, and to retaliate further with a number of ranged attacks that previous models were not equipped with. Once engaged the basic attacks of the Sentinel are just as devastating as the specials, and the ranged attacks make the Sentinel excellent both at range and close in. Use normal attacks more than usual and be wary of the only defect of this model; it has problems blocking low attacks.



SPECIAL MOVES	
ROCKET PUNCH	↓, ↓→, → + any punch
SENTINEL FORCE	↓, ↓→, → + any kick
FLYING	↓, ↓←, ← + all three punches
BODY PRESS	↓ + fierce punch
X-ATTACKS	
PLASMA STORM	↓, ↓→, → + all three punches









AKUMA

Akuma, the mightiest warrior, is the brother of Gouken (AKA Sheng Long), a martial arts instructor who taught Ryu and Ken of Street Fighter fame. This character is known as Gouki (roughly meaning 'Supreme Demon') in Japan, and has travelled far and wide in search of more powerful foes to dispose of after previous confrontations with human opponents led to their quick death. After killing Gouken in combat, Akuma has pursued Ryu across the globe, before leaving him in search of mutants to dispatch. Without any mutant powers, Akuma feels that his martial arts abilities are more than enough to see off any X-men attack, and with the vast array of killing techniques at his disposal, he may just be right!

SPECIAL MOVES	
MIGHTY WAVE FIST	↓, ↓→, → + any punch
MIGHTY RISING DRAGON FIST	→, ↓, ↓→ + any punch
SCORCHING WAVE FIST	←, ↓←, ↓, ↓→, → + any punch
SKY-CLEAVING WAVE FIST	jump, ↓, ↓→, → + any punch
TORNADO SKY-CLEAVING LEG	↓, ↓←, ← + any kick
SKY-CLEAVING DIVING KICK	jump, ↓, ↓→, → + any kick
DEMON REVERSE	→, ↓→, ↓, ↓←, ← + any punch
TITAN'S SKY FLASH	→, ↓, ↓→ or ←, ↓, ↓← + all 3 punches or kicks
X-ATTACKS	
DESTRUCTIVE MIGHTY WAVE FIST	↓, ↓→, →, ↓, ↓→, → + any punch
DESTRUCTIVE RISING DRAGON	↓, ↓→, →, ↓, ↓→ + any punch





JUGGERNAUT

Cain Marko is the half-brother of Professor X, and lay in the shadow of this super being whilst Xavier grew in mental power. Cain waited with growing anger until he seized his chance at awesome powers, which he got from the crimson ruby of Cyttorak. This transformed Cain into a massive lumbering hulk of unstoppable power - he is the Juggernaut! The bludgeoning power of the Juggernaut is really disgraceful, and this strength makes him one of the most powerful characters in ANY beat 'em up ever seen! His punching ability sends any opponent flying, and once he's picked up that metal bar, he can hit an enemy from anywhere on the screen! Control the might of the Juggernaut, and you control pure brute terror!



SPECIAL MOVES	
EARTHQUAKE	→, ↓→, ↓, ↓←, ← + any punch
JUGGERNAUT PUNCH	←, ↓←, ↓, ↓→, → + any punch
CYTTORAK POWER-UP	↓, ↓←, ← + any punch
METAL BAR PICK-UP	↓, ↓, + all three punch buttons
X-ATTACKS	
JUGGERNAUT HEADCRUSH	←, ↓←, ↓, ↓→, → + all three punches



"Roooaaaarrrr!! I'm unstoppable!!!" Juggy swats his foe away with pure brute energy. Note his metal bar (bottom right) which can be picked up and swung around!

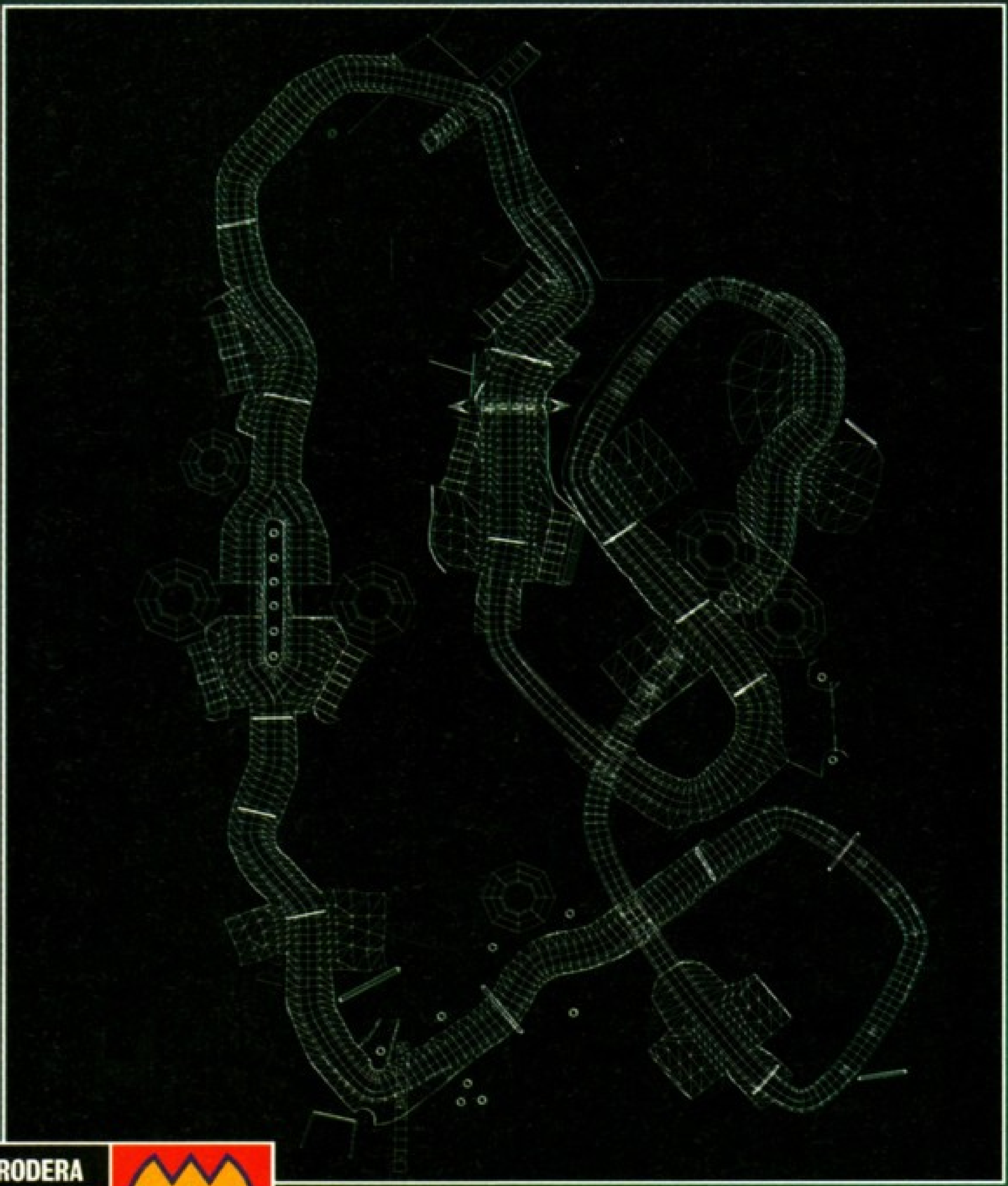


"Juggernaut charge!!" Both Juggy and Akuma (Gouki) are selectable characters via a couple of cheats. All the info you need to control these two can be found in our free tips book!

wipEout"

SECRETS PART 2

Last month we brought you the definitive guide for the first three tracks in WipEout – a beginner's guide if you will. However, there's still three more tracks to go! It's about now that the action begins to hot up, and you'll really need to fine tune your racing skills to survive the upcoming races. Luckily, help is at hand with the second (and final) part of our WipEout racing guide.



By now, any Wipeout owner will have discovered that achieving first place in this game requires very different driving skills from other racers on the Saturn. Luckily, the first three tracks in the race act as a tutorial for later tracks and prepare you for almost every possible terrain. However, it's on the fourth track that things really begin to get a bit tricky, and if you haven't fine-tuned your skills by now, you may find it tough going from here on.

TRACK 4: KORODERA

This track begins with a soft right hand bend quickly followed by a sharp left. Just before the next right hand sharp bend in the track there's a speedup icon on the left side of the track. After collecting this, get your racing line over to the right hand side of the track to pick up the weapon icon just after the small hill in the bend. You'll now fly under a Sega Saturn sign and will hit a speed up on the right hand side just as the track curves to the left. Tap the air brake as soon as you fly into the bend and you'll hit a speedup grid which will boost you forward in a straight position – then you won't bounce off the wall. Shortly after this, you'll be faced with your first split junction.



The left hand junction offers speed ups, while the right hand offers weapons – the choice is up to you, but if you're already placing fairly highly in the race, you may find the weapon options more useful.

Immediately after the junction section, there's three speedups in the twisty section – after hitting the third tap the left air brake to straighten your craft out. There's a couple more speedups before the next sharp bend to the left, and if you apply your air brakes correctly before you turn into the bend, you'll be positioned correctly to pick up two more speedups which boost you out of the bend. After this, there's another three speed-ups in a left-right-left formation just before a small hill climb. Pick all of these up if possible, as they will boost your hill ascent. Following this, there's three sharp bends in a row, one on the climb, one on the straight and and the third as you descend into a straight. You do not need to use the air brakes here unless you're controlling one of the heavier crafts. Next up is a tunnel section containing both speedups and weapon icons – collect both if possible. Directly after the tunnel is a deadly ramp – attempt to take off from the centre with the craft remaining straight. It's probably best to avoid the speed and weapon icons after the jump, as a good racing line is more important at this point.





There's another hill climb after this section with a handy speed up on the right hand side of the track. The hill veers off to the left, with speed ups at the top of the track and on the descent – both on the right hand side. After this is a weapon icon, with another one coming up on the right hand side of the track just after the bend – avoid this if possible as there's a triple speed up on the left hand side of the track just after the bend. Now move across to the right hand side of the track to pick up another triple speed boost! There's another weapon icon after this, followed by a set of weapon and speed icons just as you exit the short tunnel. Immediately after this is a double speedup, followed by a weapon icon, followed by another speedups. Pick up all of these, then make a mad dash for the finish line.

TRACK4:	KORODERA
LOCATION:	RUSSIA
LENGTH:	5.4 KM
HEIGHT:	210M
SURFACE:	CARBONIC IRON



FEATURES: Larger jumps, hill climbs, tight corners and introduces split junctions.







TRACK5:	ARRIDOS IV
LOCATION:	USA
LENGTH:	6.04 KM
HEIGHT:	245 M
SURFACE:	BLASTED SANDSTONE

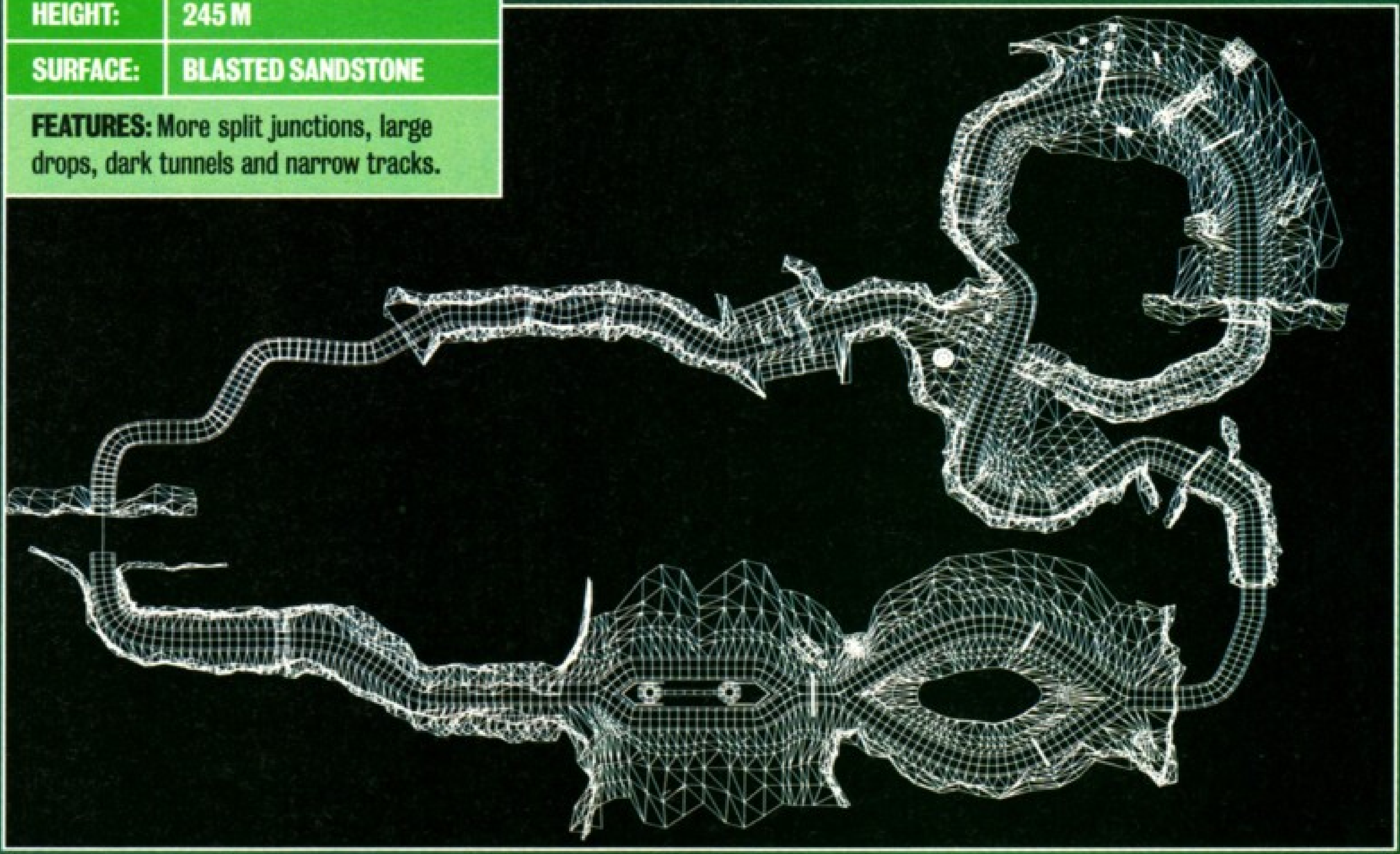
FEATURES: More split junctions, large drops, dark tunnels and narrow tracks.



TRACK 5: ARRIDOS IV

As this track is quite bouncy, it's best to try and stay in the middle of the track. As you approach the tunnel section you'll hit a weapon power up as the course bends to the right, and a speed up on the left just as you enter the tunnel. When out of the tunnel, aim for the weapon icon and speed up just before the course drops. Once in the drop, press forward on the joypad to increase the velocity of your craft on its descent. You'll then be faced with a split junction – with a weapon icon on the left and nothing visible on the right. However, as soon as you're into the junctions, there's another almost immediately. If you choose the right hand side for both junctions, you'll be awarded with a speed up at the bottom of the first junction, and a double speed up on the climb of the second junction, plus one on the left hand side at the top. This is probably the best route to take as you'll receive more speed ups.

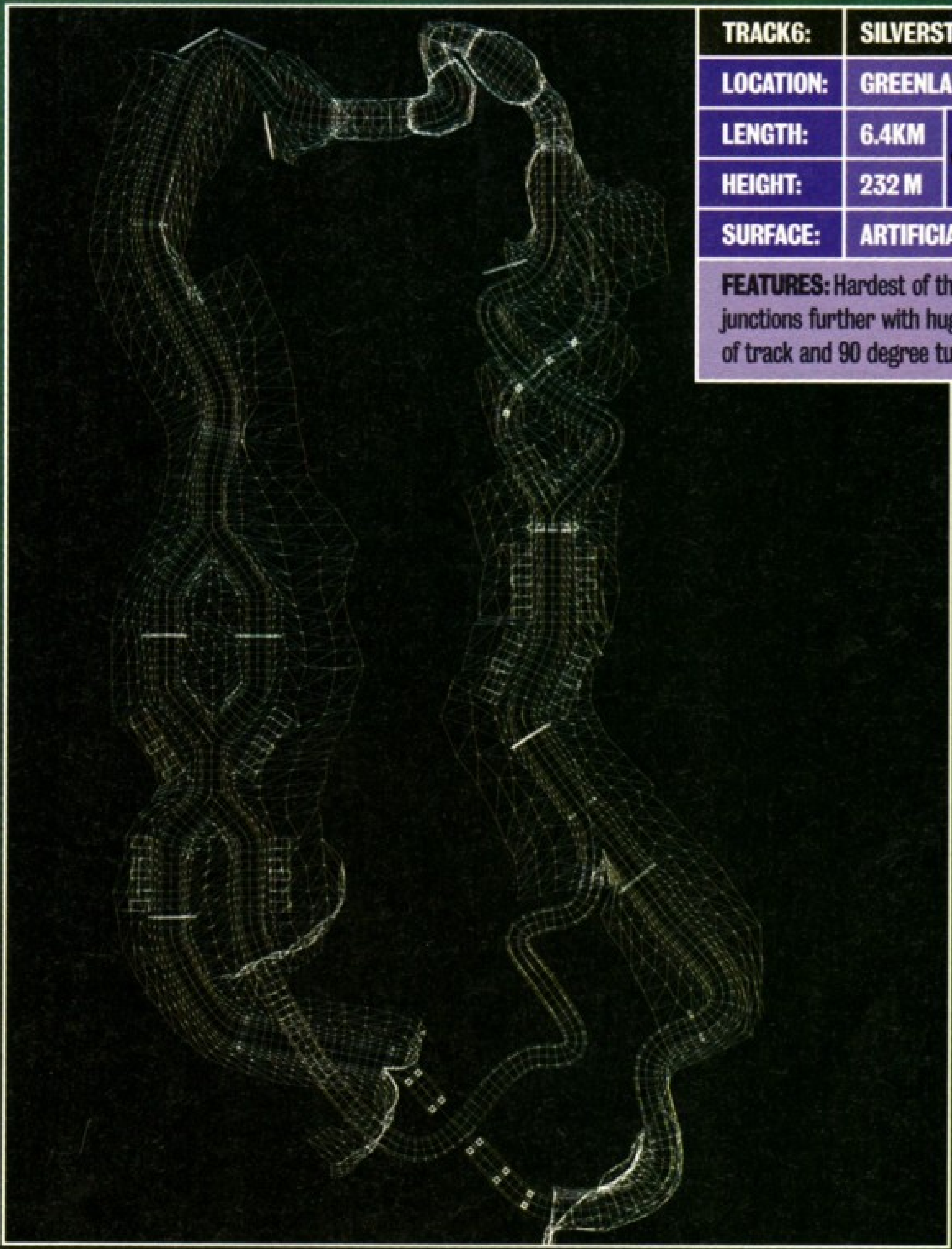
After leaving this section, there's a bend to the right with a double speed up just as you're into it. Immediately after there's a tunnel section which holds no power ups, but line yourself up to the left, as once the tunnel veers off, there's speedups on the left hand side. There's then a section with semi-sharp bends to the left and right, and there's various icons scattered throughout this section. If you aim for the weapon icons you'll discover a few double speedups at the same time which will give you an added boost for the finish. Oh, and don't forget the jump just before the finish line!





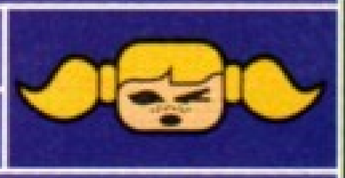






TRACK6:	SILVERSTREAM
LOCATION:	GREENLAND
LENGTH:	6.4KM
HEIGHT:	232 M
SURFACE:	ARTIFICIAL CRYSTAL

FEATURES: Hardest of the six tracks, takes junctions further with huge individual sections of track and 90 degree turns!



TRACK 6: SILVERSTREAM

As soon as you're into the race you'll be faced with a split junction. The best and quickest) route to take is the left hand fork. In this section, there's a steep climb towards the right. There's a double weapon and speedup as you descend – use the air brake to avoid collision once the speedup is obtained.

A sharp bend approaches after this section – use the right hand side air brakes to stay on line, then try to steer through the next bend without using them at all. After this, there's another bend under the bridge followed by the most deadly bend in the game. To take the bend without crashing, apply the left hand side air brakes for a second or two. After this, there's yet another bend followed by a sharp up hill bend as you go under the second bridge. There's a speedup at the start of this track (on the left) and you should use your left hand air brake at the beginning of the climb. There's three speedups on the hill, following a left, right, left formation. On the descent, there's a weapon power up on the right and a double weapon power up just before you get to the bottom.

You're now faced with another split junction. Take the left hand side again, and aim for all the speedups in the tunnel section – there's also a double speedup near the end of this section. Use the left air brake here to straighten yourself up for the bend. There's two speedups just ahead of this section, and again, the air brakes should be used to straighten out the craft. Just before the finish aim for the triple speed up on the right hand side of the straight and use the right hand brake to straighten up for the finish line.







In this, the penultimate edition of the Virtua Fighter Masterclass, we go "in-depth" on a trio of polygon fighters that grace the AM2 meisterwerk. The characters in question are Kage, Lion and Wolf. A more diverse bunch you're quite unlikely to see. Wolf is the slow, but powerful type, Kage is the unpredictable fighter with a move for every occasion, whilst Lion exemplifies the swift but weak combatant. That leaves just another trio of fighters left, which we'll be examining next month: Pai, Jeffry and Lau...

KAGE-MARU

The ninja from Virtua Fighter 1 has returned with a major revamp designed to boost his popularity and his success rate in the fighting arena. Because, and let's face facts here, Kage might have looked spectacular in the first game with his excellent moves and what-have-you but in terms of fighting competence, he was trounced by the likes of Sarah, Jacky, Lau, Akira... (shall we go on). Being Japanese in origin, it's perhaps not surprising that AM2 have upgraded his skills.

VF2 experts rank Kage as second only to Akira in terms of overall effectiveness, a fact reinforced by the vast range of basic moves at his disposal - added to his (still weak) PPPK combinations we also see a character with a lot of swiping movements plus range attacks, which are sure to wrong-foot even the most accomplished of Virtua Fighter masters.

Also of note is the fact that Kage (like Lion) prefers stagger combinations more than floaters. He has no key floating attacks which can decimate the opposition (he certainly has no Lau-style scoops or Bryant knee attacks to send the foe flying). However, he does have the ten foot toss (back+P) which is perhaps the best floating move of all - if you're quick enough to capitalise on it.

Also of note is Kage's reversal attack. Like Wolf, he is limited to receiving and reversing attacks of only one height (in this case, high), but this is the most popular move height any way. This makes reversing with Kage very similar to using Pai in the first game. Let there be no doubt - in the right hands, Kage is a masterful character with a huge amount of potential...





The ten foot toss (back+P) is great for executing the combo of your choice...



One option is to press forward-forward+P+K+G to follow up with this.



A floating or staggering attack for Kage is the down/forward+K side kick.



There's the staggering elbow (forward+P) which leaves them wide open...



Finish off with forward-forward+K for a nice lower sweep.





A very simple combo is to stagger first (here with an elbow, forward+P).



And then follow up with a simple combination such as a PPPK or....



... A simple PK as we have pictured here.

SEGA SATURN MAGAZINE
Virtua Fighter 2
Virtua Fighter 2 Masterclass



WOLF HAWKFIELD



The undisputed throwing king, Wolf has been substantially beefed up since his debut appearance in Virtua Fighter and is now one of the most powerful fighters in the game. True, he lacks the unpredictability, speed and combo power of say, Akira Yuki, and yet regardless he is a formidable opponent.

Wolf players from Virtua Fighter are in for a treat once they get to grips with Wolf. All of his throws have been increased in efficiency: either they're easier to execute (in the case of the spinning throw) or they are more powerful. The speed increase from VF1 to VF2 has benefited Wolf greatly. Although he is still slow by the standards set by Lion and Pai, his pace is far faster than in the first game. This makes some of the combos achievable in VF1 (albeit on the rare occasion) far more easier to pull off.

Central to Wolf's repertoire of techniques is the clothesline and charge (forward-forward-P and back-forwards+P), which are now far more unpredictable (that is, faster) than they were in VF1. Combining this with combination attacks of the floating variety is what makes Wolf a truly powerful fighter.

Also worthy of notice is Wolf's reversal. He is limited in that he can only counter mid-level attacks, but it is an important deterrent against those players who use the side-kick (down/towards+K) to either stagger the opponent (a lot of Lion players do this) or float (Lau and Pai spring to mind).





A vast majority of Wolf's combinations begin with this floating knee.



As they fly, catch them in mid-air with a single punch...



... And finish off with the charge (B-F+P).



There's that knee attack being used again (forward+K) to float the foe.



Then a single punch is used, but press guard quickly afterwards to speed recovery time.



A simple upwards kick (up+K) can just connect, sending the opponent flying.



Hmmm. Another Wolf combination beginning with a knee (forward+K) used as a counter.



Tonk! A single punch catches the foe while they're in the air.



Again, you need to cancel the punch with the guard button before executing another knee.

Virtua Fighter 2

LION RAFALE





The Parisian Virtua Fighter is characterised by being quite weak, but very unpredictable extremely cool to watch. This style in itself is something of a advantage that Lion has because learning just his basic moves (and there is quite a large range of these) should give you the edge when playing people who aren't too experienced with him. Those who do know the character know that Lion is very susceptible to mid-level attacks. This is because a large proportion of his most potent techniques hit at the lower level and whilst he is executing these moves, the mid-level attack strikes him at the head. He's also totally defenceless during these moves.

On the final analysis, Lion is just not very powerful and to really score any amount of damage at all, you really need to learn a few combination strikes, which allow you to score at least reasonable levels of damage. Lion is the master of the stagger combination - the side-kick (down-forward+K) is the key to scoring a good hit, which can be followed up with all manner of excellent techniques (up+P is a good example).

Another, quite irritating technique that Lion can use is to make good use of his speed. Tapping forward or backward enable Lion to step in and out of range with an attack, enabling him to dart in, hit and then dart out before the opposition can respond. This technique is far more effective in VF2.0 as opposed to 2.1 because you can buffer in back-steps, allowing you to escape from the foe with far more velocity than before.

Another aspect to remember with Lion is the Axis Moves. Pressing down-forward or down-back with guard causes him to turn into or out of the screen, enabling him to dodge attacks and counter-strike very quickly. If you're peeved at 2.1 reducing Lion's back-stepping skills, take heart from the fact that Lion swings a full 45 degrees around with the Axis Move in 2.1 and only 30 in 2.0.



Use the U+K move to float the opponent (it must be a counter to get height)...



Then simply follow up the move with a PK combo, the result of the P is shown here...



And oh look, there's the K. A very simple Lion combo to perform.



Oh look! There's that knee (forward+K) being used to float an opponent.



The remainder of this combination shows what happens when...



... Lion uses a PPP combination on a floating opponent...



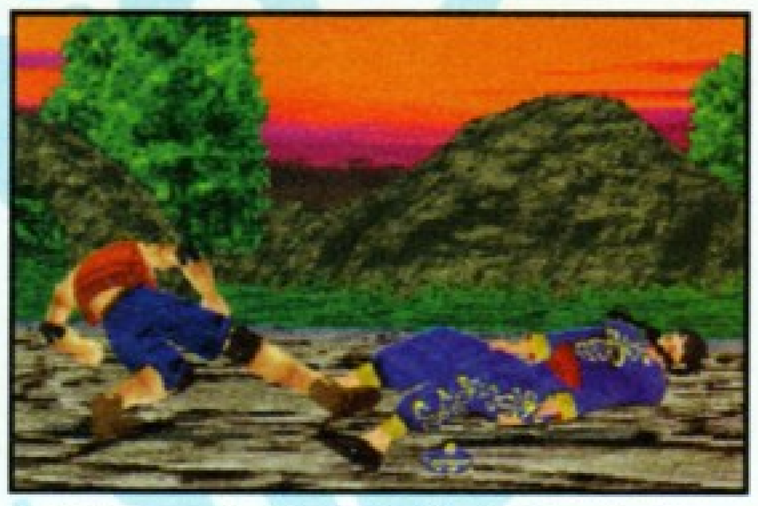
... Fascinating eh?



Once again we're showing the U+K kick being used as a counter...



DF+P once performs an upward swipe which continues the float...



And the move is finished off with the double lower kick.



You can make both hits strike if you only did the one DF+P swipe.

Tips

WORMS

To get the Sheep, Mini Gun and Banana Bombs, go to the weapon select option and move off "Exit". Then press C, Z, Z, C, Z, Z, C, Z, Z.





Use the cheat to get loads of sheep! Brilliant!

STREET FIGHTER ALPHA

These cheats let you play as the three hidden characters. These are all for player one - player two must reverse the controls from Left to Right.

To play as AKUMA - On the Player Select screen, hold the L button and move down to the "?". Now press ⇦,⇦,⇦,⇩,⇩,⇩, then X+Y simultaneously.

To play as M. BISON - On the Player Select screen, hold the L button and move down to the "?". Now press ⇦,⇩,⇩,⇩,⇦,⇩,⇩, then X+Y simultaneously.

To play as DAN - On the Player Select screen, hold the L and R buttons and move down to the "?". Now press Y, X, A, B, Y.





Dan's a bit like Ryu and Ken, only he's a bit rubbish. His fireballs don't go anywhere.



Akuma's one of the best characters in the game. His secret level 3 super move is amazing!



It's also possible to pose during a fight as any character! Just press the L and R buttons together at any time.



The evil General who wants to take over the world with Bison Dollars is back! M. Bison has got a fireball for the first time!



The Psycho Crusher is one of M. Bison's super moves, and it causes loads of damage if it connects.



To access the secret Dramatic Battle mode with Ryu and Ken fighting a computer-controlled M. Bison, first select Arcade mode. On the Player Select screen while still highlighting Ryu and Ken, both players should hold the L button and press Up twice. Now both release the L button and press Up twice again. Now player 1 must press and hold X while player 2 must hold Z until the fight starts. You'll fight on Chun-Li's stage and M. Bison will challenge you straight away.

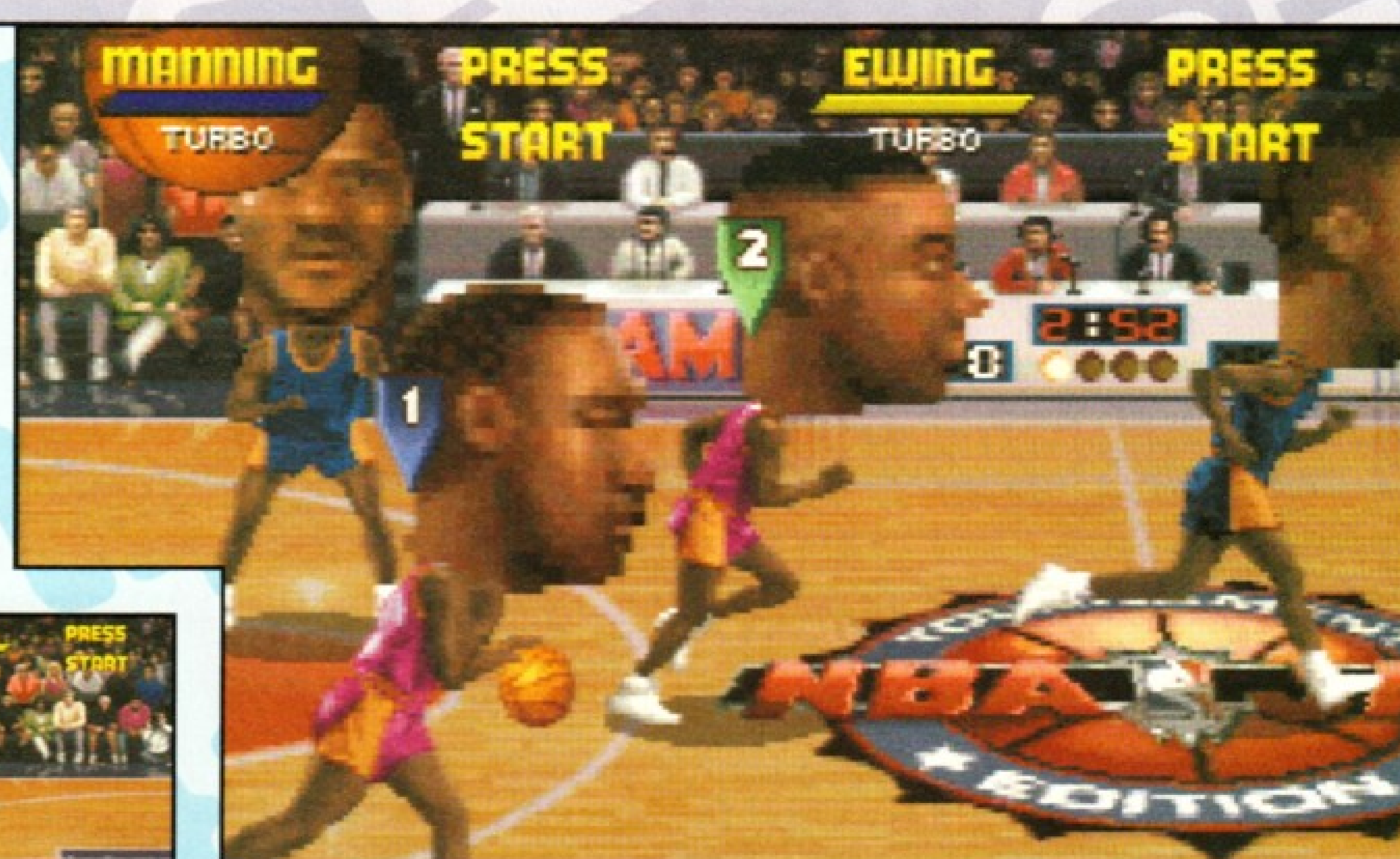


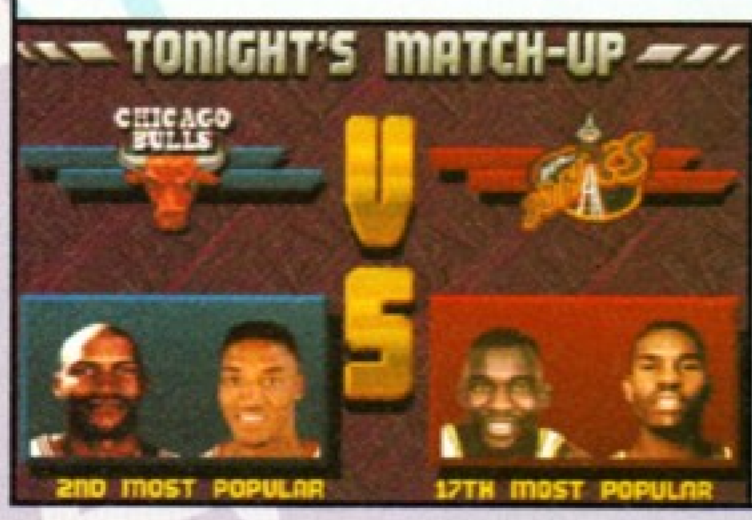
To get a massive number of hits, get either side of M. Bison and both tap away at the light punch button. This is one of the best features of Street Fighter Alpha, and it adds a lot of lastability to the game.

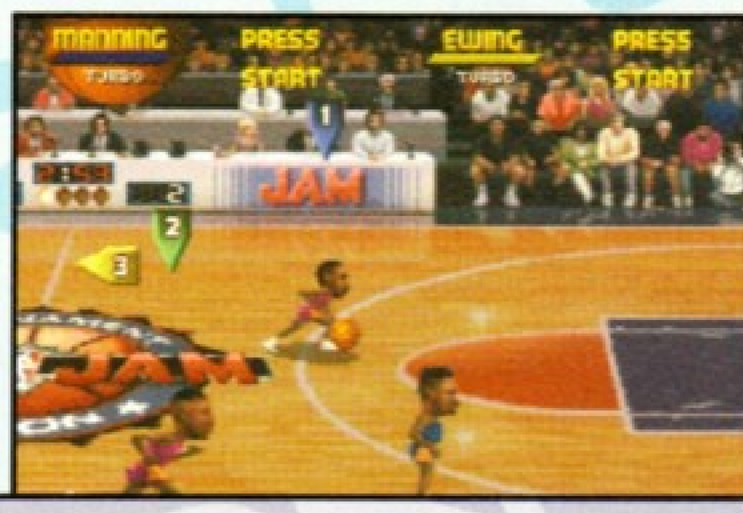
NBA JAM TE.

Choose to start a game, and when the Tonight's Matchup screen appears, press any of these buttons to get special effects.

Giant Body	A and C repeatedly
Giant Heads	B, A, Y, C, repeatedly
Baby Mode	B and C repeatedly
Quick Hands	←,←,←,←, Y, →
Powerup Defence	→,↑,↓,→,↓,,↑
Powerup 3 Pointers	↑,↓,←,→,←,↓,↑
Maximum Power	→,→,←,→, C, C, →







The giant heads cheat makes everyone look like Rad. It's useless, unlike the baby mode cheat which speeds the whole game up to Juice Mode.

MORTAL KOMBAT 2

To get the secret screen with the cheat switches, press ↓,↑,←,←, A, →,↓, B, Y, C when the intro pictures are being displayed.

TITAN WARS

When playing a game, pause and press Right, Down, Down, Left, then press one of these sequences to get many exciting effects.

All weapons and shields	A,←,←
Nine Lives	B, ↑,↓,↓, Y
Invincibility	B, ↑,←,←,Y
Cloaking	↓, →, A, C,↑←, A
Death Star Trench	→,→,↓,↓
Fade to Black	X, Y, Z, Z, Y
Programmer Heads	C, →, A, Z, Y
House Hunt	Y, A,→,↓



DARIUS

Go to the Game Start/Options screen and press these buttons to get rapid fire for your ship – Hold X and press Z, C, L, B, ←, R, L.



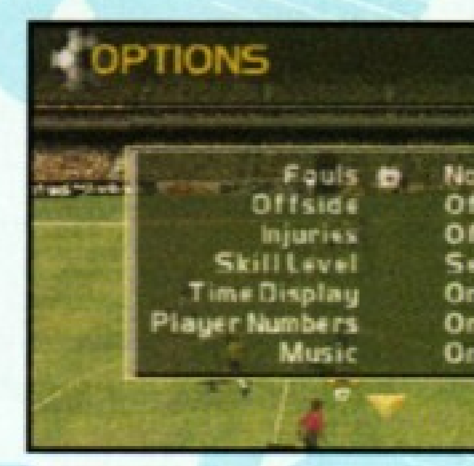


Enter the cheat on the screen on the right to get extra rapid fire.

FIFA SOCCER '96

Here are the working versions of the Extended Play cheats. Start a game and pause at any time, then enter the options screen. Enter any of the cheats there to hear a click noise, then press C to exit to the pause menu. From there, press A to bring up the cheats screen.

Super Power	Z, A, Z, Z, Z, Z, Z, Z, Z, Z
Super Defence	Z, Z, Z, Z, Z, B, Z
Super Attack	A, A, A, A, A, Z, B
Super Goalie	A, A, A, A, A, Z, Z, Z, Z, Z
Curve Ball	Z, A, B, Z, B, B
Crazy Ball	B, A, Z, B, B, Z, A, B
Stupid Team	A, Z, B, A, Z, B
Penalty Shoot-Out	A, Z, A, B, A, Z
Invisible Walls	B, B, B, Z, A, A, A, Z
Dream Team	A, A, Z, Z, B, B, A, A



Get to this screen and type in any of these cheats to get the hidden options.



The best way to play is with invisible walls around the pitch, with the curve ball option on as well. Try curving a shot at right angles and scoring off the wall to impress your mates!

SEGA RALLY

To play the game without any on-screen dials, hold Down, X, Z and A before the Car Select screen appears, and keep them held while you press C to select a car.

GAME OF THE MONTH



wipEout

BY	SEGA/PSYGNOSIS
PRICE	£39.99
RATING	★★★★★

Okay, so no one *really* expected a perfect conversion considering this was designed and produced by Psygnosis with the PlayStation specifically in mind – and sadly, these expectations have turned out to be completely true. The Saturn version of Wipeout isn't as glossy and smooth and sheeny as its Playstation counterpart. But, comparisons aside what you're left with is still an awesome product in terms of both original idea and addictive playability.

For those of you who still haven't heard of WipEout, it's a sci-fi racer where cars have been replaced by super fast hov-sleds that not only race like demons but are capable of some rather nasty offensive moves. Weapons (the usual array of heat-seekers, mines, missiles and shields) can be picked up from the track (a la Mario Kart), leaving you to dispense destruction at your leisure, a highly satisfying task, it has to be said. On top of this there's a choice of four different teams to race for and seven tracks in all, ranging from mildly challenging to unbelievably difficult.

There's no doubt that this is an impressive game, though with all its fancy gimmicks, race purists might prefer the near perfect handling in Sega Rally. Also the conversion has left the graphics a little grainy, and some have criticised the sleds as being a bit cumbersome. There's also the disappointing omission of the two-player link-up option, meaning that there'll be no all night "winner stays on" sessions on this game, but despite these annoying little faux pas', this is still a top game, if not an essential purchase.





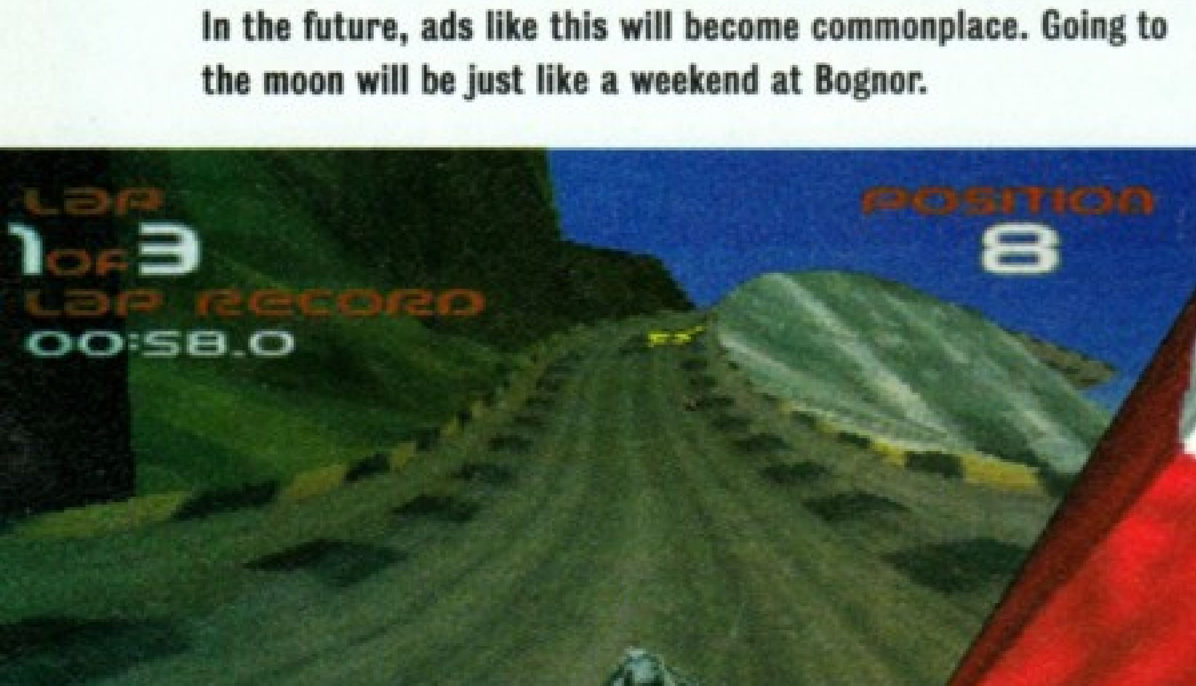
In the future, ads like this will become commonplace. Going to the moon will be just like a weekend at Bognor.



It's the last level! And it's damned difficult unless you're really good.







Super smooth graphics and ace top gameplay – WipEout will please all racing fans!





OUT NOW

Magic Carpet

BY	BULLFROG
PRICE	£44.99
RATING	★★★★☆

As the natural evolution takes place in console gaming and we're presented with ever more powerful machines, it's inevitable that purchasers of top of the range consoles are going to be inundated with conversions of games previously only available on more complex systems. Some of these will be a credit to the programmers' intelligence and others mere insults to our own. With Magic Carpet, Bullfrog have set a shining example to others for the advantages of "updating" an already existing title.

With a whacking seventy five worlds to conquer (as opposed to the original fifty), and a new spell casting system Magic Carpet proves to be a game of lasting attraction, though you should be warned that early levels may seem unchallenging to the experienced gamer, and that the blast! blast! blast! ethic employed in other games of this ilk are not as relevant – here it's strategy *and* blasting.

So, taking to the skies on your personal magic carpet, the idea is that while blasting away the various enemies, you also compete with other wizards in the area in order to restore the world's equilibrium (which basically means that you become a mad dictator in the process). This worthy aim is accomplished by collecting the balls of manna, deposited by your defeated foes.

Although these ideas don't sound all that groundbreaking in themselves, it's the sheer playability coupled with above average-graphics (not too sure about those "mist" effects though) that make this such a genuinely impressive game.





These skeleton warriors are quite easy to destroy, but they can be a bit annoying.









GEX



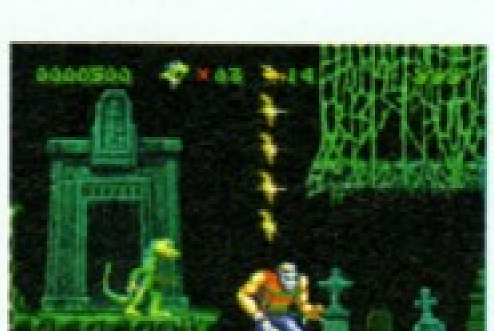
BY	BMG
PRICE	£39.99
RATING	★★★☆☆



It's a lizard going to the moon! But what are those purple blocks doing there?



Blimey. He could have been the star in Jurassic Park. Almost.







Once in a while a platform game comes onto the market that makes you sit up and realise what a truly great genre it is. A game that pushes the capability of your machine to the limits, that keeps you up till dawn chanting "one more game, just one more game and then I really must get some sleep"

This is not that game.

Our little lizard buddy, Gex, has lounged once too many times in front of his goggle-box and managed to get himself sucked into the not so wonderful world of TV-dom, armed only with his whippy tail and sticky reptilian tongue. He then has to roam the weird, wired world searching for special items that will aid his escape from the evil...oh come ON! Need we continue? Surely you can guess the rest only too easily.

Call us sadistic, but GEX just makes you want to lean into the TV screen and stick your finger on his tail, just to see if he leaves it where it is, just like the real thing.

To be fair, this title does contain some characteristics that make a classic platformer; smooth animation, damn fine graphics, ludicrous plot, etc, but unfortunately it does not contain the sort of gameplay which sorts out the men from the boys (or in this case the lizards from the hedgehogs). Sorry, but this just isn't the giant reptilian leap forward that everybody...Oh alright nobody, expected it to be.

Valora Valley Golf

BY	VIRGIN
PRICE	£39.99
RATING	★★★☆☆

With so many golf sims available, it was only a matter of time before somebody tried to do something a little different . And to give this its due credit, different it *is*, but whether this makes it any good is another question.
Using the same basic game engine as Pebble Beach the publishers have created an interesting opposition between a game with as much traditional, serene history as golf and the brimstone-brimming, beelzebub banter that has been incorporated into this sim. For example the sight of lava running through the middle of Gleneagles might cause a stir among the most trendiest of trousered, but then this is the Devil's Open, a tournament with a twist if ever there was one.

Overall, it doesn't quite match the playability of Virtual Golf, and it's still the most average title from a very average bunch of sims on offer, but should you fancy something different you could do a lot worse than this bizarre yet original golf sim.



SHELLSHOCK

BY	CORE DESIGN
PRICE	£44.99
RATING	★★★☆☆



Starts off really well, but soon becomes dull. Nice idea though.



It's tough on the streets, especially when they're teeming with gangs of psychopaths hell bent on blasting away anything in their path. Somebody oughta' clean those scum off the streets! And this is your chance to do just that, all from the safety of your very own tank! Sounds fun? Well it is , but how long will the fun last? Not as long as you'd like, unfortunately.

Call us spoilt, but knowing what the Saturn is capable of , the graphics in Shellshock seem bland and the sound is just about mediocre. Initially, wandering around in a tank seems like a great idea, but after about five levels it becomes, well, really dull.

Another technical problem in the less than perfect planning means that some sections of the game (mainly the dialogue excerpts) take too long to access, making for disturbing breaks in the continuity - the bane of a CD console owners life.



Shining Wisdom

BY	SEGA
PRICE	£39.99
RATING	★★★★☆

RPGs are unique as far as games go; you either love 'em or hate 'em. But, before your prejudices get the better of you, hold on a minute. Although no-one's really bothered to take RPGS into the next generation as it were, Shining Wisdom still manages to hold up surprisingly well against other 32-bit titles. It owes its halcyon status to several inspired improvements on the old design of the popular Megadrive "shining" series.

Along with the semi-improved graphics that you'd at least expect from a 32-bit game, the title's pace is increased by two main factors: Firstly the dated "rounds" system of combat used in the original games has been replaced with hand-to-hand action. Secondly, the text sections are now interactive (well, you can say yes or no to questions) meaning you have more influence on the outcome of the plot.

On the downside the graphics aren't stunning, and more use could have been made of the Saturn's sound capabilities,but this isn't trying to dazzle you in the way that "D" might. If you don't like RPGs then this won't change your mind, but if you fancy a bit of sword 'n' sorcery jiggery-pokery then this could be right up your alley.



CD FILMS/MUSIC



To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.

COMPACT disc DIGITAL VIDEO

COMPACT disc DIGITAL AUDIO GRAPHICS

THE PROFESSIONAL- GOLGO 13

BY	PRICE	RATING
CD VISION	£14.99	★★

Made it 1982 The Professional is knocking on a bit so far as anime is concerned. Still, you probably wouldn't guess because the animation has that timeless moving-through-treacle quality common to "classics" of the genre. The story is nothing new – lone assassin gets chased by every single criminal and law enforcement organisation in the whole world, kills everyone. It's all very violent and bloodthirsty, but it's the Bubsy the Bobcat of the anime world – not bad, but with nothing to separate it from the crowd. Jap animation fetishists will doubtless bore their mates stiff with lengthy descriptions of all the best scenes herein, but personally I'd rather watch something with a plot.



WICKED CITY

BY	PRICE	RATING
CD VISION	£14.99	★★★

If you thought Legend of the Overfiend was weird, gross-out, offensive and generally a symptom of the decline in basic morality across the world, you'd be right. But Wicked City is possibly even worse. It's all about these shape-changing sex demons who kill and torture real people and suck out their life forces and things. Obviously it's a crock of tat on a narrative scale, with some immortal understatements from characters faced with unearthly horror (usually along the lines of "Hmm, I wonder what that might have been?". As a result it's hilarious, and guaranteed to upset your parents, who will wonder about your future.If you like buckets of blood and other body fluids Wicked City is your kinda town.



FIST OF THE NORTH STAR

BY	PRICE	RATING
CD VISION	£14.99	★★½

One of the big names of the anime world is the venerable Fist of the North Star. In this typically thought-provoking drama, Ken Fist wanders a post-apocalyptic landscape hitting big people until they explode in a shower of gore. This normally takes one punch. As you can imagine, the body count soon hits the ceiling with no signs of slowing. I must admit a certain weakness for North Star, if only because I'm scared it will come true and Ken will make me explode for giving him a bad review. It's actually quite atmospheric, the animation is decent and it's stuffed with special effects which must have been innovative back in '86. Try renting the video first to see if you like it.



BENNY AND JOON

BY	PRICE	RATING
POLYGRAM	£15.99	★★★

Blimey – Johnny Depp plays a wacky dysfunctional loner character in a romantic comedy. What a massive departure for the not-typecast-at-all club-owner. Mind you, he acquits himself more than adequately in this "gentle" story of two misfits (ie – loonies) getting it together, despite her brother's best efforts. It's like an American version of a Pulp song, all about how loonies derided by society triumph and eventually come out looking clever and good, which does not happen in real life except on SATURN MAG, where we're all as good looking as Johnny Depp anyway, which helps. Benny & Joon is quite funny, it isn't too heavy and it looks nice. One for whimsy fans.



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X-MEN	£44.99	★★★★★

next Month

Blimey. Who knows what we'll have next month The contents of this month's mag certainly came as a surprise to us. But, fret ye not, we're working on a number of exclusives for next month, including:

ANOTHER TOP SECRET SEGA PROJECT UNVEILED!

Could it be bigger than Nights? Read next month's issue to find out!

DESTRUCTION DERBY

This game's non-appearance is something of a standing joke, but we will have it in some form, review or preview.

PANZER DRAGOON 2 SECRETS

We reveal all the essential cheats for this top game!

LOADED

A review is imminent!

PLUS: 3D Lemmings, Discworld, NHL Hockey and Pro Pinball reviewed. More on VF3, tonnes of Saturn conversion news and loads more stuff that even we don't know about yet!



NIGHTS

More features on this amazing game revealed!

SEGA SATURN MAGAZINE ISSUE 8. OUT MAY 22. DON'T MISS OUT!

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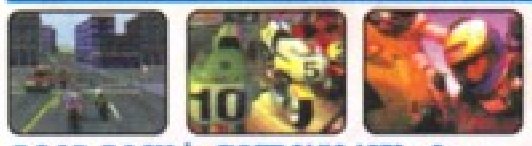
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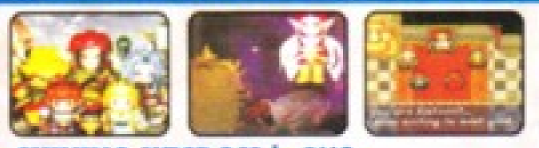
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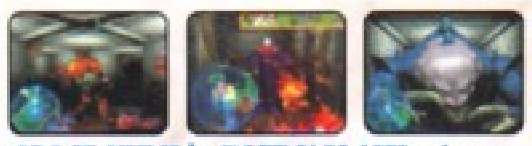
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SHINING WISDOM by BMG
Shining Wisdom is the first really worthwhile RPG to reach the Saturn. 3D rendered sprites make the game visually as stunning as an RPG can be and the quest is as challenging and interesting as you would expect from the shining force crew. Also, change to the battle strategy means that you can now happily hack monsters to death with the sword under your full command instead of the old rounds-based combat....90% £CALL



ULTIMATE MORTAL KOMBAT 3 by GT
The latest and greatest mortal kombat game is finally arriving and it's on the Saturn first features 2 on 2 kombat, 8 player tournament kombat, new special moves (e.g. flying high punch combos), seven new characters (3 hidden) and new "reward" screen.
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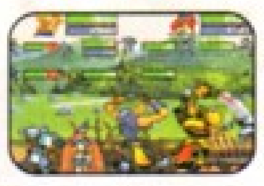


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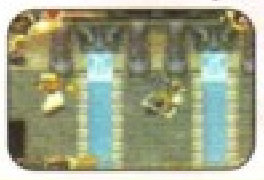
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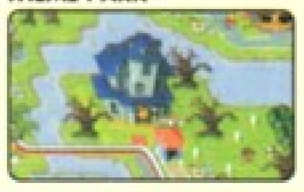


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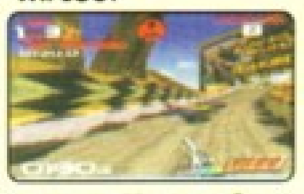
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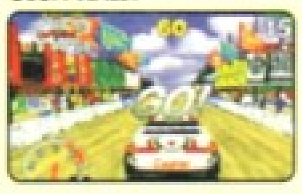


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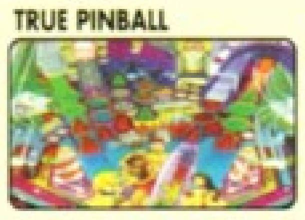
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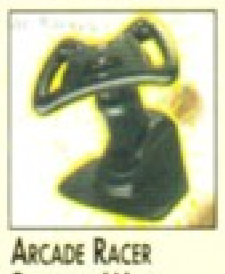
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